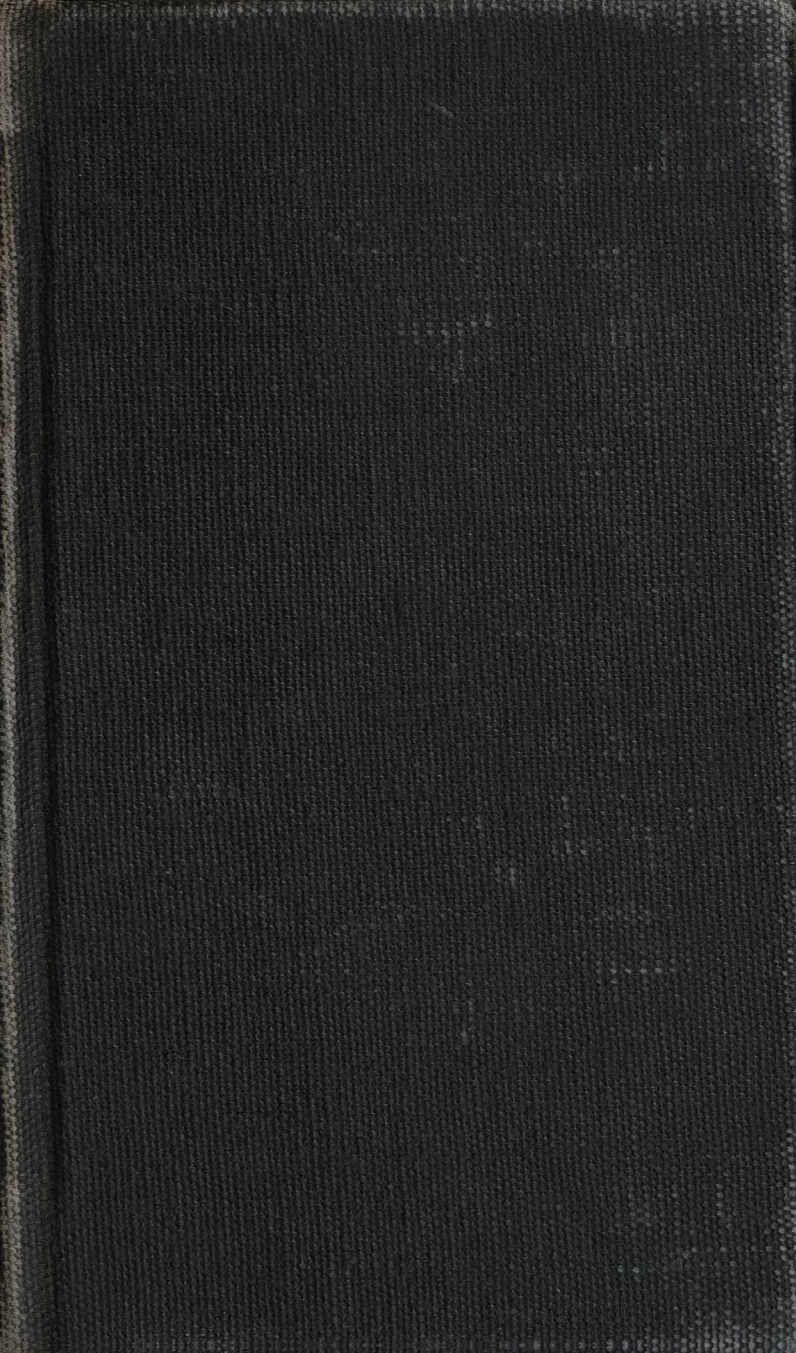

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P R E F A C E.

IN a sport-loving country like ours, it is needless to enlarge on the advantages to be derived from the encouragement of athletics. The love of enterprise and the restless physical vigour of the race, demanding an outlet, have long since made our love of athletic games a national characteristic. Both physically, as an antidote to the unnatural and sedentary lives which so many of us have to lead, and morally, as a means of cultivating the more manly qualities of endurance, pluck, and self-control, the pursuit of athletics must be acknowledged to be worthy of our encouragement, and there is probably no better safeguard for boys and young men against indulgence in vicious amusement than a healthy interest in outdoor games.

The appearance of a new series of handbooks on the most important of our national sports does not therefore seem to demand any apology. It is indeed a matter of no small wonder, considering their recognized importance as a means of education, that the literature on the subject has hitherto been so scanty. Except for one notable series—which, however, both from the treatment of the subjects and the price, appeals mostly to the veteran athlete and the moneyed class of readers—there has hitherto been no systematic attempt to supply any handbooks at all worthy of the subjects.

The object of this series, the different sections of which are appearing concurrently as separate volumes under the title "All-England Series," is to give in concise form, by writers whose eminence in their respective branches enables them to speak with authority, a clear description of each game, with practical instructions and hints, such as will be helpful both to the beginner and the more advanced player. In all cases where there is an authorized and accessible code of laws they have been given.

It is sometimes urged that games must be learnt by practice, and not from books ; but while it may be admitted that theory without practice is of no use, it is equally true that practice, without proper guidance, is often worse than useless. Many a young player wastes countless hours in vain efforts to surmount some difficulty or attain some power, when a hint from one who has already gone through the same experiences might have put him on the right path at once, and averted the acquisition of a bad habit which it is afterwards impossible to overcome.

With regard to the scope of the series, it may be mentioned that the original idea was to issue one volume, treating of the chief of our outdoor sports, as a companion volume to Bohn's well-known "Handbook of Games," which describes only indoor games. The promise of co-operation from two or three well-known authorities soon, however, suggested the idea of increasing the size of each section and also the number of games to be included, and the one volume has now become a series which, when completed, will number eight volumes, and will contain an account of all games which come under the heading of Athletic Sports.

THE EDITOR.

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RUGBY FOOTBALL.



HARRY VASSALL.

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RUGBY UNION FOOTBALL.

CHAPTER I.

RISE OF THE RUGBY UNION.

THE Rugby Football Union was organized in the early part of 1871, at the initiative of the Richmond and Blackheath clubs. The difficult task of drafting the code of laws was, we believe, undertaken mainly by Messrs. A. G. Guillemard (West Kent), E. H. Ash (Richmond), and F. I. Currey (Marlborough Nomads), to whose untiring energy and enthusiasm the formation of the Union was largely due. Some of them had been engaged eight years previously in endeavouring to frame a code of laws which would suit all players, but these negotiations had been terminated on the formation of the Football Association in 1863, under a code which Rugbeians could not afford to accept.

From that time forward the two games have drifted further and further apart, but time has shown that there is plenty of room for both, and consequently the country has distinctly gained by the bifurcation.

At the end of its first full season the Rugby Union comprised thirty-three clubs, and the balance-sheet showed an income of £7, with an expenditure of £5; at the end of this, its nineteenth season, there are 290 clubs on the list,

B

the income has increased to nearly £1200, and the expenditure to upwards of £500.

Three of the original clubs hailed from Scotland, viz. West of Scotland, Edinburgh University, and Glasgow Academicals; the rest all came from round London, and a third of them, whose names we give *honoris causâ*, are still on the list, viz. Marlborough Nomads, Richmond, Blackheath, Guy's, Clapham Rovers, Epsom, Wellington and St. Paul's Schools, Queen's (then called Queen's House), Wasps, and Civil Service.

In the following season the Harlequins, Oxford, Eaton Rovers, and Dulwich were admitted from the South, and Wigan, Liverpool, and Manchester, from Lancashire. Trinity College, Dublin, was the first Irish club to join the Union, and Hull was the only representative of Yorkshire until Bradford joined in 1874; whereas at the present day Yorkshire and Lancashire can count their members by scores, and even the colonies can muster double figures.

In the early days of the Union the entrance fee and subscription were fixed at five shillings each, in 1874 they were raised to a guinea each, and the Union could now in any single season largely increase the number of its members by reverting to the original figures, if for any reason it should think it wise to do so.

When to these facts it is added that in 1873, 1875, and 1880, Scotland, Ireland, and Wales, respectively, started separate Unions of their own, which are all in a flourishing condition, we have said enough to afford conclusive evidence of the general popularity of the Union code throughout the United Kingdom. But perhaps the growth of the game can be still more clearly illustrated by tracing the history of the Rugby Union Committee—the body to which has been entrusted from the first the management and

control of the game. Composed originally of fifteen ordinary members and four officers—a president, two vice-presidents, and a joint secretary and treasurer—it has since undergone but two changes in shape; first, by the addition of the past presidents as *ex-officio* members in 1877, and secondly, by the final separation of the offices of secretary and treasurer in 1881, when Mr. Rowland Hill took office for the first time; but in the matter of representation the case is far different.

At first the entire committee was naturally composed of London men, but by the year 1873 the North were already putting forward claims which could not be denied. In that year an unofficial North *v.* South match was arranged by Messrs. James MacLaren and Roger Walker of Manchester, and Mr. E. Kewley of Liverpool acting for the North, and by Mr. F. I. Currey, the secretary of the Union, acting for the South. Accordingly, in 1874, we find Messrs. MacLaren and Kewley elected as the first Northern representatives on the committee, and from that time forward North *v.* South became a regular Union fixture. In 1877 Mr. H. W. Garnett was given a place on committee as the first representative of Yorkshire, and in the following year Mr. Kewley was made the first Northern vice-president, and at the same time the North were allotted five other places on committee, an extra place being afterwards made for Mr. MacLaren by the unanimous vote of the committee under their powers to add to their number. In 1881 Mr. J. D. Miller was elected as the first representative of the West, and in the next year Mr. MacLaren became the first Northern President. Since that date places have been allotted to Cheshire, Northumberland, Durham, Westmoreland, Midland Counties, the Universities, and New Zealand—the various parts of the kingdom being

admitted to a share in the management as soon as the position that the game had reached in each of them seemed to warrant it. In the face of these facts it can hardly be argued that the original London monopoly has been unduly maintained, and to our mind it seems hardly likely that any other system of election than that in vogue could have produced a more thoroughly representative body.

During the many years of their existence they have had many difficult questions to deal with, such as disputes and rivalries between districts, clubs, and individuals, the adjustment of which has sometimes demanded the exercise of much tact and diplomacy; the selection of teams, a thankless task which they entrust to a sub-committee of their most competent judges, with the proviso that they must all be members of different clubs; the suppression of professionalism, a veritable labour of Hercules from which, in the best interests of the game, they have not shrunk, though we must wait yet awhile to see the results of their policy, which is only now being put to the test; and, lastly, the reform of the laws, a question on which their policy has always been conservative in the best sense of the word—a policy that is to say of always keeping pace with, but never going in advance of, that public opinion, in the forming of which they themselves take no small part. As a signal testimony to their success they can point with pride to the fact that no vote of want of confidence has ever been carried against them at a general meeting; on the contrary, whenever a vote has been taken, their policy has always been endorsed (with the single exception of a question as to which of two Northerners should be elected to a vacant vice-presidency), and that no less decisively on the great question of the rupture with the International Board than on all minor points that have occurred from time to time.

As we have referred incidentally above to the fact of past presidents being *ex-officio* members of committee—a fact which has roused fears in some minds that they will eventually swamp the rest of the committee, we may with advantage here point out that under the new law, which makes attendance at meetings a condition of their membership, those of them who cease to take an active interest in the game will from time to time drop off, whilst under another clause of the same law they are expressly debarred from voting in full committee on the selection of teams; at the same time the inequality of Northern and Southern past presidents which now exists owing to the Southern origin of the Union, will be redressed as time goes on by the same dropping off of the aged Southerner and the inclusion of future Northern presidents.

If by any chance the new law is found not to answer its purpose, the committee may surely be trusted to adopt the necessary measures in self-defence.

CHAPTER II.

THE UNION MATCHES.

THE year which saw the foundation of the Rugby Union saw also the first international match, played at Edinburgh, and won by Scotland—a victory which they have twice repeated, whilst no less than seven of the sixteen matches played have been drawn. The earlier matches were played with twenty a side. In those days men like J. A. Bush of Clifton and F. I. Currey were the typical forwards; the best half-backs were of the build of W. H. Milton and

S. Morse ; the best three-quarter-back was H. Freeman, who would probably have been no less distinguished as a centre three-quarter-back in the modern game. In our early schoolboy days we well remember gazing with awe on these heroes of the past in their international caps, which were then a novelty, when they came down to play against the school.

In 1874 a challenge was received from Ireland, which was accepted for the following season. They were easily beaten for many years, but in 1882 the game was drawn, and after that the matches were very even, until 1887, when Ireland scored their first victory in what has unfortunately proved to be, for a time at all events, the last of this series of matches.

We have already explained how Mr. MacLaren and others got North *v.* South made a regular Union match, in 1874 ; it remains to offer an explanation of the wonderfully long string of victories which have been gained by the South in these contests. When it is remembered that county football is very flourishing in the North, and apparently moribund in the metropolis, that they have hundreds of players in the North for every one in the South, and that there are dozens of good Northern club teams for every good Southern club team, the almost unbroken success of the South at first sight appears strange indeed ; but if we look into the matter more closely, we shall find that, paradoxical as it may seem, this plethora of good men in the North is the very thing that spoils their chances. Nearly all the good men of the South have hitherto been concentrated in a very few clubs. We are far from maintaining that this is a benefit to Southern football in general, but it has undoubtedly enabled the Southern selecting committee to put in the field year after year teams of men who thoroughly knew one another's play ;

the principle of selection in the South being to take as many men as possible from the best team of the year whenever any team, such as Richmond, Blackheath, Oxford, or Somerset County, has been able, as they repeatedly have been, to claim that title.

In the North, on the other hand, where so many teams have undeniable claims to be represented, the selecting committee have generally found themselves unable to resist the pressure brought to bear upon them, with the result that the teams they put into the field are, as compared with the Southern, essentially scratch ones, however good the individual members of them may happen to be. The double victory gained by the North in 1888-89 only tends to prove the truth of the theory advanced, because in that year Yorkshire County had proved themselves to be so far superior to all their competitors, that they were fairly able to supply a large majority of the North team; and in the same year, by a curious coincidence, the usually strong teams of the South were exceptionally weak, and the Old Leysians had not then proved their strength.

As the North and South match has always been strictly regarded as a trial match for the English team, no one who is not qualified to play for England is allowed to take part in it. Many men are qualified to play for either the North or the South by birth and residence; in such cases, in order to ensure all the best men of the year taking part in the match, the only principle that has hitherto been observed is that birth gives a prior claim. This accounts for the apparent anomaly that some men have played on one side in one year and on the other the next.

Trial matches such as the North *v.* South, which have a genuine interest of their own, are admirable institutions; but trial matches *per se* are an abomination; for many years

the Union had such matches played both in the North and in the South, but eventually they were given up in recognition of the fact that they did more harm than good, and their place was taken by the county matches in the North ; whilst for the South the Union accepted a proposal which emanated from Oxford in 1881, to play a combined Oxford and Cambridge team against London. A few years later, thanks mainly to the indefatigable perseverance of the late Harry Fox of Wellington, they started a similar match, called London *v.* Western Counties, after which they now select a joint team to meet the Universities. We have great hopes of seeing a preliminary contest between London and the Midland Counties introduced, and then this series of matches will be fairly complete for the present. It is true that Sutcliffe of Yorkshire and Richards of the Old Leysians were unearthed in trial matches pure and simple, but we hold that selecting committees should be able to discover such men without them.

To return once more to the international matches, Wales *v.* England was first played in 1880, and after an interval of a year, in which they met a North of England team, the match was made annual, and has produced some excellent contests, though Wales has never yet been nearer to victory than in the last match, which was drawn.

In 1888 England played no international matches ; but the Union started a return North *v.* South, and, in the following season, a match between the Champion County and the Rest of England, both of which proved so successful that they are sure to be retained, even when the international matches are resumed. It is to be hoped that the Champion County match will also have a galvanic effect upon the metropolitan counties, and lead to the adoption of a better-organized system of matches than that now in force. All

counties, with any claims to be considered first-class, should meet each other at least once a season, and they should call upon their clubs not to arrange important club matches on county-match days.

The only Union match to which we have not yet referred is that of England *v.* the Maoris in 1888. The match was hardly a success from any point of view, except that it gave the Committee an opportunity, which they would otherwise have lacked, of putting the English team for that year into the field. The chief interest of the match lies in the proof it affords, coming as it did just after the tour of Shaw and Shrewsbury's team in New Zealand and Australia, of the firm hold which the Rugby game has gained upon the colonies.

CHAPTER III.

DEVELOPMENT OF THE PLAY.

WE need not pause long to discuss the much-abused shoving matches of the days when twenty a side were played. They have gone never to return, regretted by none, unless perhaps by the modern half-back when he dreams of the glorious chances he would have if the forwards, and especially the wing-players, would only continue to entangle themselves as inextricably as of yore. In justice, however, to the players of that day, we may observe that they held their proper place in the evolution of the game. The modern player is not much more in advance of them than they were in advance of those who thought nothing of playing the Sixth Form against the whole of the rest of the school. We can ourselves remember taking part in games

of over fifty a side, and very poor fun they were ! We also remember a curious school rule whereby the boys could play two for every one over the number of twenty brought down for the old boys' match—a privilege which would be laughed at by any respectable school fifteen of the present day.

The change from twenty to fifteen a side, which was started by club secretaries because of the difficulty of putting twenty men into the field, was officially adopted by the Union in 1877, at the request of Scotland. A more open style of play naturally followed, which was so much appreciated that the laws were soon altered to suit it by insisting on the ball being put down *immediately* it was held ; and this led to the increase in the number of three-quarter-backs, first from one to two, with two full-backs, and then to three, with one full-back—in other words, three-quarter-back became the main line of defence against the rush of opposing forwards. Meanwhile the advantages of passing the ball were becoming apparent, and a system of short passing, amongst the forwards only, was brought to a considerable pitch of perfection by Blackheath and a few other clubs ; but it was not until 1882 that the Oxford team took up a suggestion made by Mr. A. Budd in a magazine article, and developed the modern system of long, low passing to the open by both backs and forwards alike with such success that they kept an unbeaten record for nearly three seasons against the best clubs in the country.

This system, which we will explain fully in a later chapter, was so universally adopted, that for some time there was a distinct danger of its being carried too far—if, indeed, that danger has yet been averted.

Many clubs adopted the passing game without fully understanding the principles of it, and certainly without

understanding that it goes hand in hand with the dribbling game, and that to have acquired the first without the second is at best only half the battle, and is likely to end in total defeat.

The splendid possibilities in the way of combination and of passing with the feet afforded by the dribbling game have never yet, so far as we are aware, been fully worked out. This development of the play we hope to see taken in hand by some competent team and brought to a state of perfection in the near future.

CHAPTER IV.

CAPTAINCY.

It is not perhaps fully appreciated as yet that the captain of a football team holds just as difficult and responsible a post as the captain of a cricket team. The same sort of qualities are required for both, and both get in the course of a match those openings for the display of generalship which often decide the match. A bad captain misses the opportunities; a good one seizes them in one game no less than the other. In both games good captains are rare; but more so in football than in cricket, because good cricket has been played so much longer than good football, that the traditional knowledge of the game, as it should be played, is more widespread. In Rugby football, at any rate, the really great captains can be counted on the fingers of one hand. At the head of the list we do not hesitate to place W. MacLagan, of the London Scottish, and L. Stokes, of Blackheath. A young captain could learn more of his

business by watching them turn a doubtful game into a victory, or, still better, by himself leading a team against them, than by reading all that ever has been, or will be, written upon the subject.

Since, however, it is a *sine quâ non* that he should be as well-versed in the theory as in the practice of the game, we must endeavour to point out the necessary qualifications for any one who means to become a first-rate captain. To begin with, he should know all the rules by heart—not only the rules of play, but also the rules governing umpires and referees, because with him lies the duty of making any necessary appeals and of sternly repressing all unwarrantable appeals on the part of his men. If this elementary precaution was taken by all captains we might hope to see less of the bickering and wrangling which are still far too prevalent at the present time.

After thoroughly mastering all the laws, our captain must next make up his mind as to what style of play he means his team to adopt, and by personal instruction, both on the field of play and off it, he must see that his men fully understand that style and carry it out in all its details. Of course his selection of a style may be limited by the traditions of his club, if those traditions are sound, in which case he will be wise not to attempt more than the introduction of any modifications which seem to him necessary; or again by the capacity of the men at his disposal. It is his business to get out of his men absolutely all that they are worth, and a great deal can be done, by skilful education, with what looks like poor material at the start; but it is no use to adopt a style for which his men are physically unsuited.

And here we may remark that it is of the utmost importance that the captain should have the unfettered selection of his team whenever such a course is possible. At schools,

universities, and any other places where there is a large field to select from, this rule should be absolute, and we must trust to the pressure of public opinion as a guarantee against unfair selections. In many clubs he naturally has to take what men he can get and make the best of them; but wherever a choice is possible, the person who is responsible for the play should certainly have the selection of the players in his own hand, and this fact should be borne in mind by the men when they are selecting their captain for the season. It lies with them to elect the best man and give him full power, and not to elect an inferior man on side issues, and to think they can make matters straight by limiting his power. The natural result of such a course is that amateur captains spring up in the team who think they know more about it than the nominal captain—all sense of discipline is lost, and the inevitable fate of the house divided against itself overtakes them.

Granted, then, that the captain's power is practically absolute, after deciding on what is to be the dominant style of his team, he must see that they are able to adapt their style to any emergencies that arise owing to variations in the weather, or the strength and style of teams opposed to him. If, for instance, he has adopted the long-passing game he will probably find it useless in wet weather, and must make his men dribble instead. If he is playing four three-quarters and finds that his eight forwards are swamped by the opposing nine, he must make his extra three-quarter go forward. If, when playing against a strong wind, he finds his backs unable to check the attack of his opponents, he may sometimes be justified in playing an extra man behind for the time, provided that the forwards can spare the man; or, if his team are accustomed to play an offensive game, he may have to make them adopt defensive tactics, such as

keeping the ball tight in the scrummage, or punting it constantly into touch for a while ; but we hope that no captain will ever make his team adopt the tight game as their regular style of play. The object of the game is not merely to avoid being beaten, but to win the match, and to get as much enjoyment out of the process as possible. Defensive tactics are quite justifiable in special cases, but we should be very sorry to be a member—whether forward or behind—of a team whose ambition was to make a draw of every match, or at most to win by a dropped goal with luck.

We have said enough to show that the captain must be a man of many resources, ever ready to meet unforeseen dangers, or to take advantage of unexpected openings that may occur in the varying phases of the game ; but, beyond this, he must always have an eye on the individual members of his team, to see that they keep in their proper places and do their proper work. Without constant warnings and exhortations from the captain, bad habits soon grow up, and disaster ensues, which he might have averted. Backs and three-quarters come in too close ; half-backs fail to pass at the critical moment ; a chance for a dropped goal, where no try is possible, is lost, or is taken and missed, when a try was a certainty ; forwards fail to mark their men at the line out, or to follow up a kick-off, all for lack of a word from the captain.

It will thus be seen that, as the captain has to use his eyes no less than his head, it is better, if possible, that he should play behind the scrummage. Any place behind is fairly good, but centre three-quarters is undoubtedly the best spot from which to control the game. If he is playing forward he must either damage the scrummage by keeping his head up, or he must miss many of the points which he ought to see.

If the captain wins the toss, he has to decide between choice of goals and taking the kick-off. In this his guiding principle should be to do whatever is most likely to give his team a good start in the game. If there is a strong wind, or a distinct slope, he will be wise to take advantage of them at the outset. If there is nothing to choose between the two ends, he had much better take the kick-off. In any case he must see that his team knows how to make the most of the kick-off, and the kick-out. A high kick and smart following up are wanted for both. The chief reason why following up is so slack in many teams is that the kicker tries to kick as far as he can, instead of as high as he can, and the forwards consequently find that they can rarely get to the pitch of the ball, however hard they follow up. In the case of a high kick, on the contrary, they can make certain of either catching it themselves or of tackling the catcher before he can get off. The captain of the defending side should make two or three of his forwards drop back regularly to help the backs to cover the ground for receiving such catches.

It is also the captain's business to see that he has some good place-kickers in his team, and place-kicking is an art that any one can learn with practice; a captain has therefore only himself to thank if he loses a match from tries or fair catches not being converted into goals. There is no objection to one man taking the short place-kicks and another the long ones, provided that each has a regular assistant, accustomed to his ways, to place the ball for him.

The selection of the club secretary does not generally lie with the captain, but it is highly important that they should work well together, since the secretary is the man above all others on whose keenness the captain has to rely for help in inspiring his men with enthusiasm. A slack secretary

can do almost as much as a bad captain towards letting even the best of teams go to pieces in the course of a season.

Finally, the more autocratic the captain is the better, provided that he has tact enough to keep on good terms with his men. He must repress sternly all attempts at "gallery" or illegitimate play, and reprimand any player guilty of egregious blunders in the game, though as a general rule he had better reserve his expostulations until the game is over. If the offenders prove incorrigible, he must give their places to others more amenable to instruction.

CHAPTER V.

FULL-BACK.

WE will now take the positions on the field in order, beginning with the last line of defence. Full-back is an essentially defensive post, and probably for that reason good ones are rare. There is undoubtedly more enjoyment to be got out of playing three-quarters than out of watching the game with perhaps very little to do at full-back; and the worst of it is that, the better the team in front of you is, the less you will get to do, because a good team does not call on the last line of defence so often as a weaker one. But for all that the post is one of the utmost importance, even in the best team, since no team can hope to keep its opponents and the ball always in front of their three-quarters; and whenever the full-back is called upon to act, everything depends on him. This fact ought to be sufficient to induce men to take to the post if they have the two necessary

qualifications, viz. good tackling and good kicking powers, especially as they have more chance of coming to the front as full-backs than as three-quarters, of whom there are already crowds in the field.

If a captain has not got a full-back ready made in his team, the best thing he can do is to get the most likely of his three-quarters for the work to take the post, and then to keep careful watch that he does not let his old habits as a three-quarter get the better of him in his new position. Such a man would be especially liable to the common fault of coming too far up the ground. A full-back must always stand far enough back to be able to receive the ball without having to turn round and run after it, at the same time he must not stand so far back that he has to run up to get it after it has pitched, since either of these positions allows time for the opponent's forwards to come up to him before he has got in his kick. A very little practice will teach him the right position. After he has learnt where to stand, he must then learn to make sure of catching the ball without "muffing" it; for if he fumbles it at all, he is held to have played the ball, and he thereby puts on-side any forwards who have followed up off-side, and who are bound to give him five yards clear if he catches it true. A recent alteration in the laws has added a new danger to fumbling on the part of backs; for if they touch the ball and then let it cross the goal line, they are held to have passed the ball across their own goal line, in which case the opponents have a right to a scrummage at the spot where they touched it, unless they can bring it out without making it dead. Of course they must also beware of kicking or carrying the ball across their own goal line at all times, or the same penalty is incurred.

Granted, then, that our full-back has learnt where to

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stand and how to catch the ball clean, the next thing that he has to make sure of is getting his kick—either a punt or a drop—into touch as far down the ground as he can. He must find out by experience how far he can make sure of kicking in various states of the wind, and aim for touch at that distance; but he should always bear in mind that he must send it into touch at all costs, as that means so much ground gained for his side for the next line out; whereas if it pitch in the field of play, his own men are all off-side and his opponents are free to resume the attack at once. The only exception to this rule is, if he is near enough to his opponent's goal to try a drop at goal, in which case he should always do so, if he has a clear chance. Goals have often been scored in this manner; but still more often the chance is lost, though one might fairly expect the back to look out for what is practically his only opening for offensive play.

It is far better for a back to be held with the ball than to have his kick charged down; if, accordingly, he is playing against a very strong wind, with a wet ball so heavy that he does not feel sure of being able to bring off his kick, then, and then only, he may run with it as far as he can, put it down directly he is tackled, and hurry back to his post, where he has a right to expect to find one of the three-quarters, who has dropped back to fill his place until his return. In the days when two full-backs were played, it used to be good play for a back to take a big kick down the field, and to put his men on-side by following up his kick; but now that there is only one full-back, it is distinctly bad play to do so, and we have never seen it done in a first-class match since the day when it led to a disaster to England in an international match. Nowadays the golden rule for full-backs is (with the exceptions above mentioned)

never to run, and always to make sure of the kick into touch.

So far we have dealt with the play of full-backs when they are receiving the ball. The second, and to our mind the far harder half of his work, consists in receiving the man with the ball. If he lets only the ball pass him, it is still possible for him to get out of the difficulty; but if he lets the man with the ball pass him, it is all up with his side for the time at all events.

There is one elementary rule about tackling under all circumstances, and that is, to go at your man low—to aim at the hips and not at the shoulder. In the latter case the tackler can always be shoved off and the try is a certainty; in the former case, provided that the tackler knows the right moment to go for his man, he is certain to hold him and the ball. But how he knows the right moment is a mystery which we have never been able to understand. We can only suppose that it comes by instinct to some and not to others. It is easy enough to learn to tackle as a forward, where you can go at your man with a rush, but it is quite another matter to stand the last man on your side, and to feel that you must bring the runner down at all costs. Some backs seem to exercise a sort of fascination over you, and you feel bound to run into their clutches. We have a lively recollection in this respect of the play of A. S. Taylor of Cambridge, and we believe that others felt much the same about H. B. Tristram of Oxford.

The only way to elude such a tackler is by passing just as you come to him, unless you have the power of turning when going at full speed, such as was possessed by Don Wauchope of Cambridge, G. C. Wade of Oxford, or Stoddart of Blackheath, and by very few others.

If a captain has to choose for his full-back between a

good tackler and a good kick, we should certainly recommend him to take the good tackler—a bad tackler will never become a good one, playing at full-back; whereas the worst kick in the world can learn to punt respectably, and punting is an art which is not studied nearly as much as it should be by backs—it is easy to learn, and is much safer in wet weather than drop-kicking. If a team possesses a back who is both a good tackler and a good kick, they start every game with a feeling of confidence which of itself goes a long way towards victory; it is for this reason that we have tried to show that the importance of the post can hardly be over-estimated.

CHAPTER VI.

THREE-QUARTER-BACK.

COMING next to the three-quarter-backs, the captain has to settle how many of them he means to play. Since the introduction of the open passing game the orthodox number has been three; but Cardiff and a few other clubs have played four with such success as to make it an open question whether the odd man is of more use as a ninth forward or as a fourth three-quarter. Before coming to a decision on this knotty question, the captain must duly consider the *pros* and *cons* of the case; in all ordinary cases three three-quarters ought to be able to defend their line; it is therefore to strengthen the attack rather than the defence that a fourth is played, consequently he must be given plenty to do if his place is to be justified. Now, in a great many teams—in many even of the first rank—even

the three three-quarters do not get nearly enough work given them ; in such teams, then, it would be simple madness to have a fourth. In other words, the fourth three-quarter would be worse than useless unless the whole team, and especially the half-backs and the other three-quarters have worked up a system of passing sufficiently reliable and accurate to make sure of the ball reaching him pretty often, otherwise he will play the part of a spectator during the game when he might be doing good service in the ranks or the forwards.

It will thus be seen that the place is at the best a highly artificial one, which would be spoilt by any breakdown in the passing ; but granted that a captain feels sure enough that he can make good use of the man if he has got him, he still has to consider whether he can safely spare the extra forward. This depends so entirely on the character of the opponent's forwards, that it is impossible to lay down any hard and fast rule beforehand. If they are slack, or not in good training, or even if only they are not good scrummagers, he may perhaps be able to leave his eight men to cope with their nine, and make the most of his extra man behind. We have often seen eight forwards hold their own against nine, when a man has retired hurt, so the thing can be done ; but we should advise any captain who is bent on playing a fourth three-quarter, to select for the post a man who can also play a good forward game, so that he can change him after the game has begun, if he finds that the scrummages are being carried against him.

Supposing that only three are played, the next question to be decided is, which of them to put in the centre, and which on the wings. In our opinion, the best player of the three should always be in the centre—mere sprinters will do for the wings, if nothing better can be secured ; but the centre

must have a head on his shoulders, as he is the man who has not only to bear the brunt of the attack, but also to give the wings their openings, and sometimes to win the match himself by dropping a goal. To fulfil these requirements he must throw himself without hesitation on to the ball at the feet of the opponent's forwards when they are dribbling down upon him—a task which is not half so difficult as it looks, if done fearlessly. He must be equally good at taking and giving a pass, that is to say, he must always place himself on the open-field side of the scrummage and must warn the half-backs of his whereabouts by calling. The moment he receives the ball he must make for the open, and, before he is tackled, pass on to the wing, who is still further in the open, and then back him up to receive the ball again just before the wing is tackled, and so on until the ball is safely landed over the goal line, as it should be, if the passing is done with precision. Lastly, he must be quick at taking his drop, for as he starts much nearer the forwards than the full-back, he will have to kick from much more difficult positions. In deciding when to kick and when to pass, he will be guided principally by the position of the players on the field. If he sees a good opening for a series of passes, he should take it in preference to kicking into touch, as being more likely to lead to an immediate score. If, on the other hand, his side is being pressed, from his position in the field he will gain more ground than even a full-back can for his side by a long kick into touch.

It is impossible to say definitely where he ought to stand, as he has to be constantly changing his position at his own discretion. As a general principle he must stand farther back when his side is being pressed than when his side is attacking. He must always be ready to start running to the open side, and at the line out it is not a bad plan for

him to stand at the extreme end of the line in readiness either to start away on his own account, or to tackle his opponents if the ball is passed back to them. We have not mentioned tackling or pace as requisites for a centre, because, although both are enormous advantages in any player, the centre's defensive work lies more in quickly snapping up the ball or falling on it, than in direct tackling; unless, indeed, the opponents stop to pick up instead of dribbling, in which case they should fall an easy prey to even an inferior tackler; and his offensive work lies more in goal-dropping and in starting the runs for his wings than in making long runs himself.

In wing three-quarters, on the other hand, pace is the first essential, because they should be the chief try-getters in the team. Their principal work consists of getting into position in the open for receiving passes from the centre, and sometimes direct from the halves, and then running as hard as they can run. In this way sprinters, pure and simple, have often earned for themselves great reputations; but a real player will make much more out of the post than the best sprinter. He will not allow himself to be run into touch or tackled by the last of his opponents, as the sprinter so often does, but will pass back again whilst still engaging the attention of that last man, and so make a try a certainty for his side. Many a glorious chance of winning a match has been thrown away by wings holding on to the ball just too long, in the hopes of getting through themselves.

Moreover, a wing's work does not lie solely in scoring tries, he has also to stop his opponents from getting through the main line of defence, and this calls for no mean tackling powers, as any runner who reaches that line will by that time be going at his best pace, and will have in reserve the power of passing or of pretending to pass. The wings

should therefore keep well out, so as to cover the ground between the centre and the touch-line, and if they fail to stop the ball as well as the man, should at once go at full pace to the help of the full-back who may find himself in a similar difficulty. In any crisis it is always the duty of one of the three-quarters to go to the help of the full-back, and it is also their duty to mark and watch carefully any specially dangerous man amongst the opponent's three-quarters. The three-quarters undoubtedly have the best of the fun in the modern game, and in return it is their business to win the match either directly or indirectly. But they have a fair right to complain if, as is so often the case, their powers are not called into play owing to insufficient "feeding" on the part of the half-backs.

In the generation which succeeded that of L. Stokes, the best English three-quarters were Wade, Stoddart, Bolton, and Robertshaw. Of this quartette Robertshaw was, in his day, the best centre, by reason of his skill in stopping rushes, and his marvellous accuracy in passing to his wings; Bolton was far the best kick, and had great strength and pace; Stoddart was the best in-and-out dodger whilst going at full speed, and he had a marvellous way of securing tries by jumping clean over the full-back to land the ball, a trick which we should not recommend novices to imitate if they value their limbs. But Wade was, in our opinion, the best of the lot until he took to trusting too much to his great strength. He ran very fast and straight, and had a wonderful swerve when going at full pace, by which he foiled the tackler, who only received a nasty one from his iron thigh. It is this power of turning at full speed which, in our opinion, makes players a class above their compeers. In more recent times Valentine of Swinton, Hubbard of Blackheath, and Lockwood of Dewsbury, have been undeniably

first-rate players, but we have not seen enough of Sutcliffe and Alderson, of whom great things are predicted, to be able to compare them with their predecessors.

CHAPTER VII.

HALF-BACK.

WHEN the modern style of play was first introduced it was predicted that we should never get men to fill the unenviable post of half-back, so poor did the prospect for them appear when compared with the share in the game enjoyed by half-backs such as Hutchinson, Evanson, H. Taylor, and Twynam; but, as a matter of fact, from the very first some of the old players adapted their play to the new style, and Alan Rotherham at once came to the front as a pattern for all who followed. We have only to mention such names as those of Bonsor, Payne, the two Scotts, Fox, and Richards, to show that there has been no dearth of good men for the post. At the same time some clubs, who have had good men for every other department of the game, have failed notably in recent years, simply because they could not secure a couple of halves who would pass enough to let their three-quarters show what they were worth. The whole machinery of the passing game breaks down unless the halves are smart and unremitting in starting passes; therefore, if a captain has no better material to start upon, he must try forward after forward at the post, until he finds one who is quick on to the ball, and quicker still in getting rid of it. The first mark of a good half is that he gets the ball when it comes out of the scrummage oftener than his

opponent. In order to do this he must nowadays stand quite close to the scrummage, taking care not to get off-side, and constantly informing himself of the position of the three-quarters, to whom he is to pass the ball the moment he gets it, before his opponent can smother him, provided always that the said three-quarters is on the open side. If he is not favourably placed for this manœuvre, he can either punt into touch or start a run round the back of the scrummage himself, but in all cases his main object should be not to be tackled with the ball. The days of the old half-back, who gained a few yards by sheer force before being held, are over; such a player is now useless to his side, as he spoils all the possibilities of their game.

In the neighbourhood of his own goal a half must be as chary of passing as every one else on his side. The danger of an intercepted pass is then too great to warrant the attempt. In that case his play is to punt into touch until he has removed the game far enough up the ground to be able to pass with impunity; and the further up the ground he gets, the bolder he may safely become. We have so far considered the play of a half who succeeds in getting the ball; no less important to his side is his play when his opponent gets it. It must then be his first endeavour to smother that opponent before he can pass; failing that, to intercept the pass himself, or at least to get into a good position for tackling the three-quarter to whom it has been passed before he can get off. And here we may remark that tackling cannot be done too soon—a runner becomes more and more dangerous as he proceeds. As he passes each line of defence the situation becomes more critical; the forwards therefore must do as much as they can, but still more must be done by the halves, because they can see the ball come out of the scrummage, and can get a clear

start for the man whilst the forwards are still entangled in the scrummage. The amount of tackling done by a half is therefore the second sure criterion of his merits, and second only to that of quickness in picking up and passing.

One other duty falls to the lot of the half-back, namely, that of throwing the ball in from touch; and a great deal can be made of it if it is properly worked out. The half must first learn to throw the ball to any point in the line. There are endless ways of throwing in, and he must practise whichever comes natural to him, until he has reached perfection in the art. He must then look out for the weakest point in the opponent's line-out—experience shows that in spite of exhortations to the contrary, there always is a weak spot or two—it may be at his own end of the line, in which case he can dap it in and get clear away; it may be at the end of the line, when he can drop it into the hands of a fast man, previously told off for that position, who can either get off himself or pass to a back in a better position; or it may be at any other point down the line, in which case he must send it to the man opposite the weak spot. Those who are best at lining-out should look out for such spots and be ready to receive the ball, unless the team adopts the plan of always taking the same places at the line out. As an instance of how much can be done by skilful play at the line out, we may mention that in the last international match played between England and Scotland, we noticed C. Reid standing a little way back from what he rightly judged to be the weakest spot in an English line out near their own goal-line, the half-back dropped the ball exactly at that spot, Reid came right through with a rush and scored a try.

Lastly, just as halves must be careful never to give a fair

catch when meaning to punt into touch, so they must always be on the look-out for taking them when near their opponent's goal. They should never take them near their own goal, unless they feel absolutely certain of being able to dispose of them safely. We once saw a player, evidently of suicidal tendencies, make a fair catch so close to his own goal-posts that he had to retire between them to get his kick, and this against a strong wind.

CHAPTER VIII.

FORWARD.

THE work of a forward can be suitably divided into two branches, play in the open and play in the scrummage. It is given to few—very few—to be equally good at both ; but as every player, however good he may be in the open, has to go into scrummages whether he likes it or not, he can at least learn not to spoil the play of the genuine scrummagers; and as every scrummager has to make a show in the open, he can learn to follow up and to tackle, even if nature has not intended him to shine in the finer arts of passing and dribbling.

It is only by working on these lines that a captain can hope to overcome the great difficulty of settling what number of each class to have in his team. If he has good men behind, including a pair of halves who know how to pass, he can afford to increase the number of forwards for open play, provided always that he retains a modicum of clever scrummagers who know how to bring the ball out to advantage. If his halves are no good at

passing, he has to trust to his forwards to make the game loose, and he should then aim at a team that can break away in a body with the ball at their feet—perhaps the most irresistible form of attack that has yet been devised. If neither his halves nor his forwards can be taught to make it loose, then he and his three-quarters cannot hope for anything better than a dull season's play, for it is an axiom that cannot be insisted upon too often, that fast open play constitutes real football, the tight game being strictly limited to the crises of defence.

Supposing, first, that the passing game is adopted, forwards must remember that a series of passes is hardly ever brought to a successful issue without their aid. It is true that the half-back will start the passing whilst the scrummage is still breaking up, but directly they can free themselves from the scrummage, it is their business to spread out over the ground at some distance from one another, so as to be ready to take up the passing as soon as the three-quarter gets into difficulties with his opponents.

The grand secret of good passing lies in accurate backing up—the constant passing forward, which is such a nuisance at the present day, is almost invariably the fault of the backer-up. The holder of the ball is bound to pass it into his hands, and if he is only a foot too far forward the game has to be interrupted; he must, therefore, take the greatest care not to get quite level with the runner, and before he calls for a pass he must take equal care to see that he is in a better position to make headway than the man in possession. Bad passing is entirely due to the neglect of these axioms. Men get an idea into their heads that they ought to pass at all costs, and that they have a right to call for a pass in any position. In the nature of things there must always be a more or less open course on one side or the

other of a runner, and it is in a line with that course that the backer-up should keep; whilst another player must do the same for him as soon as he gets possession of the ball. We have already warned him not to get too far forward; it is equally important that he should not keep far behind, as a long pass back is so much ground lost, which has to be made up again before anything is gained. In ideal passing you may zigzag as much as you please, provided that the general direction is towards the opponent's goal.

If the backing-up is systematically worked, the passing game is quite irresistible in fine weather, but it suffers from the serious disadvantage that it is liable to break down in wet weather or on a greasy ground. Under such circumstances it is very difficult to catch the ball when passed, and it is to meet this case that every team which plays the passing game should also be able to dribble—a good dribbler, such as Jeffrey or Evershed is worth a place in any team; but it is not enough to have one or two good dribblers in the team; for dribbling to be effective there must be combination. By all means let the best dribbler start the ball, if possible, but he must be backed up by all the rest of the forwards in fairly close order, ready to take command of the ball if perchance the leader oversteps it, or if he has to pass it to one side in order to circumvent an opposing back. In this way the ball can be rushed right up to the goal line, but it should be picked up a few yards before the line, so as to make sure of scoring a try.

This is dribbling as it is at present understood; but we can see no reason why a team should not take a lesson from the Association game in this matter, and advance in open line, passing right across the ground when necessary. We admit at once that it is far more difficult to dribble with our oval ball than with their round one; but then we

have nine forwards as against their five, and we can cross the line at any point instead of only between the goal-posts. Moreover, under our off-side laws, it is perfectly legal to pass forward with the foot, provided that the backer-up keeps on-side until the ball has been kicked. On the few isolated occasions when we have seen this plan adopted (notably by Fuller of Cambridge, one of the cleverest players of his day), the opposing backs were so completely non-plused, that we should confidently predict success for any team which adopted it as a system.

A few years ago a proposal was made, in the interests of dribbling, to change the Rugby ball into a round one. It was withdrawn in deference to the opinion of old players, who held that the oval shape was essential for long drop-kicking, which has always been one of the main features of the Rugby game ; but if at any time in the future the change is adopted, we very much doubt whether the passing game, despite its attractions, will hold its own against dribbling. As matters stand now it reigns so supreme that, with a few exceptions, players need very little exhortation to pass, a captain has rather to see that it is not overdone. From the spectator's point of view its popularity is no doubt due to the fact that it affords unlimited scope for combination between the backs and forwards ; good combined play being always prettier to watch than the selfish feats of individuals.

Turning now to the other great branch of forward play, namely, scrummage work, it must not for a moment be supposed that shoving is all that is wanted. It is a great thing no doubt to get the first shove, and for that reason forwards cannot be too quick in packing ; but scrummage work has been of late years reduced to such a science that mere shoving will be of very little avail against a team of

skilled scrummagers. Most teams have recognized leaders in the scrummage, such as J. G. Walker of Oxford, Gurdon of Richmond, and many others, who keep careful watch over the whereabouts of the ball; the usual plan nowadays being to keep it just behind the first row of legs, so as to retain command of it until the opponents have been worked off it to one side or the other, when with a final effort the scrummage is "screwed" or "swung," and the team breaks away with the ball at their feet.

It is not sufficient for a team to be able to screw to one side only, they should be ready to take the line of least resistance, and to ensure this it is essential that all players should have their heads down in order to see for themselves in which direction they are to push, and because they can push with much greater force in that position than when standing up. The great points in scrummage-swinging are then to get command of the ball and to keep it, and for all to push in the same direction. It is no use trying to screw as long as your opponents have command of the ball. You must then use your feet to secure it for yourselves, and devote your energies to stopping your opponents from screwing you. It is for this purpose that a team must contain enough honest workers to be able to hold the scrummage; for if your opponents rush the scrummages the play of your backs is discounted, and you are extremely likely to be beaten. If the forwards find that they cannot take the ball out themselves, they must watch for a good opportunity of letting it out to their half-backs; and unless they are near their own goal, or unless they know that their opponent's backs are much stronger than their own, they should try to get it out in one way or the other as soon as may be. Long scrummages are at all times uninteresting, and when near the opponent's goal are distinctly bad play. For many years

there was a feeling against "heeling out," but we have never been able to understand why it should be wrong to pass back with the foot when it is admitted to be right to pass back with the hand.

It may perhaps be considered that we have already sketched out sufficient work to occupy most of a forward's time; but there still remain the duties of tackling any and every opponent who happens to be in possession of the ball, of following up every kick-off and kick-out, and of marking his man at every line-out, with which to fill up his spare moments. It will thus be inferred that no one can hope to be a good forward who is not in good training. We are no advocates for stopping a man's beer or his pipe, we do not want the training of an athlete preparing for a race, but we do hold it to be the imperative duty of every member of every team, however humble, to keep in good condition. No doubt some men are much more favourably situated than others for getting regular exercise; but every man can find time to use light dumb-bells and clubs, to indulge in an occasional bout of boxing and wrestling, and to go for a sharp walk varied by occasional sprints in the evening after his work. We probably all know only too well the inevitable result of neglecting these simple measures. As the game proceeds the forwards become slow at packing, slower still at coming round to the back of the scrummage; the following up and the tackling become slack, and your stalwarts find themselves beaten by men who are their inferiors in every point of physique and, it may be, of skill in the game.

CHAPTER IX.

THE REFEREE.

THE referee is of comparatively modern growth in the Rugby game; but his powers have been increased so steadily year by year that it is now no exaggeration to say that on him more than on any single individual depends our enjoyment of a match. A few bad decisions by the referee are enough to spoil the game for players and spectators alike. From many points of view the post is a thankless one; and it certainly demands no small degree of love for the game on the part of old players to make them turn out week after week to officiate for teams who are none too prone to take a charitable view of their best endeavours to be prompt and impartial in their decisions. The difficulty which club secretaries have often experienced in securing good referees for their matches is perhaps not much to be wondered at. This difficulty has lately been met in Lancashire and Yorkshire by the creation of referee societies on co-operative principles; that is to say, that any club that sends in the names of some competent referees willing to act under the society's orders, can secure an impartial referee for its own matches by applying to the secretary of the society. We hope to see this principle adopted elsewhere, and especially in London, before another season has passed.

Any man who is willing to undertake the responsibilities of a referee must first be certain that he knows all the laws down to their minutest details, and the interpretation of them in all their bearings. He will be wise to carry a rule-book in his pocket, both for the purpose of refreshing

his own memory before the match begins, and of convincing any captain who questions his interpretations on the field. We hold that every player should read up the laws before each season, but that a referee should study them before every match. Novel and unexpected points arise in almost every game, and it is only by constant study that a referee can hope to be prompt with his decisions ; and unless a decision is given promptly it loses half its effect.

The referee must next realize that considerable activity is required in order to keep level with the ball throughout the game. A referee who strolls after the game in an ulster is quite incompetent to give a decision on any fine point which may arise in the distance. He should always appear in light marching order, wearing a cap rather than a hat, and he must provide against a possible wetting by bringing a change of clothes with him ; if he does his duty well, there is not the slightest fear of his taking a chill during the progress of the game.

As a general rule, the referee should keep in a line between the two sets of goal-posts, as far as is practicable ; if he finds that the direction of the game is forcing him towards either of the touch-lines, he must move round to the other side of the next scrummage that is formed, so as not to lose his vantage-ground for judging dropped goals, which cannot be gauged accurately from the sides, and so as to be ready to reach, at the shortest notice, any part of the ground where a sudden move of the game may call for his presence. At the line-out, Mr. Rowland Hill, our highest authority on all questions of refereeing, is in favour of standing at the touch-line end, so as to keep close watch on the many openings for unfairness which touch-line play affords ; but we are inclined to doubt whether the advantages secured by this departure from the general rule of keeping to the middle

compensate for the bad start which the referee must get from that position whenever the ball is got away quickly from the line-out. He has no doubt been driven to assume the position by the lamentable fact that it is often impossible to put any faith in the impartiality of umpires, who are sometimes nothing more than sixteenth men for their sides. Neutral umpires have been tried with but indifferent success, because they do not feel the responsibility of a referee, and do not take sufficient interest in the game to be keen about giving accurate decisions. The real solution of the difficulty seems to us to lie in abolishing the umpires and in giving the referee the direct control of the whole game. This system is actually in operation in Wales, where it has proved a decided success, and we hope to see it adopted without delay by the Rugby Union Committee, in continuation of their policy of steadily increasing the powers of referees in proportion as practice has made them competent to exercise them. We admit that it is physically impossible for a referee to see every single point that occurs in a game, but every referee knows that he is far more often hampered in giving his decisions by the action of umpires than by his inability to see the points. To those referees who would shrink from the extra responsibility entailed, we would point out that it is a far less invidious thing to decide every point on their own account, than to override decisions already given by the umpire, as they constantly have to do under the present system; and we should imagine that few would hesitate long in choosing between the two evils.

However, until the day comes when umpires have been turned into linesmen, the referee has not only to watch the play but also to watch the umpires' flags; for, excepting in a few cases specially provided for in the laws, he cannot

grant a claim without at least one of their flags being raised. It is worth his while to see that the flags are of a suitable colour, white being far the best, because it is very hard to see a dark flag against the line of spectators at a moment's notice. He should also see that the whistle is one which will carry all over the ground, and he should always blow his hardest. Nothing is more irritating than a feeble whistle.

Practical experience has perhaps made us inclined to dwell more strongly on the drawbacks than on the pleasures of refereeing ; but referees must not forget that they can always rely on the unfaltering support of the Rugby Union Committee, which is fully alive to the difficulties of the work, and which has shown its anxiety to make things easy for them by passing special laws for their guidance and protection, laws to which we attribute largely the undeniable growth of the feeling that a football referee has a right to expect as good treatment as a cricket umpire. The one is as liable to make mistakes as the other. They only undertake to act up to the best of their ability, and, having done so, both have an equal claim to respect for their decisions, whether right or wrong. In football, as in everything else, men must learn to stand by their luck without grumbling.

CHAPTER X.

THE REFORM OF THE LAWS.

THE length and complexity of the Rugby Union laws is an admitted blot upon the game. Owing to the circumstances of their origin, it was necessary that they should at first be largely explanatory, and no small degree of skill

was shown by the original draftsmen in evolving order out of chaos. In the early days of the Union the main object of the players was to learn the laws with a view to observing them in the spirit no less than the letter; but as time went on a class of players arose, who devoted their studies entirely to the discovery of loopholes for evasion.

The necessity for meeting the evils which ensued by fresh legislation was first fully recognized by A. K. Butterworth of the Marlborough Nomads—one of the ablest captains of his day. With the help of A. Budd and others, he succeeded in getting the more glaring defects remedied; but for many years no more substantial penalty for foul play than a scrummage on the spot was to be found in the code. At length pressure was brought to bear—especially by the Yorkshire committee—with the result that the referee was officially recognized, and he was given power to inflict the penalty of a free kick (from which, however, no goal could be kicked) for off-side interference. As referees became more competent, they became louder in their demands for increase of power. These demands were backed by authorities in all parts of the country, and in 1888 power was given them to inflict heavy penalties for all the serious forms of foul play known at the time. These changes have resulted in a marked improvement in the game; and one season's trial has been sufficient to show that the referees were more than justified in their demands.

Meantime the process of improving and simplifying the laws has been going on steadily by piecemeal legislation from the date of the introduction of the word "immediately" into the law for putting the ball down when tackled, to which we have already referred. To take only a few of the more important instances, the method of scoring has been entirely revolutionized. At first it was necessary to score a

goal in order to win a match ; but this system led to so many drawn games that it was made legal to win a match by a majority of tries provided that no goal was scored, but one goal was still paramount over any number of tries. This concession was soon found to be inadequate for cup ties, school house-matches and any other games which it was important to bring to a definite conclusion without delay. Accordingly various schemes for scoring by points were devised for such purposes ; but all proposals to make them into law were resisted by the committee, partly because players of the old school objected to any encroachment upon the sanctity of the goal, whether placed or dropped, partly because of the difficulty of selecting a scheme acceptable to a majority, and still more because all such proposals were tainted by assigning a value to minor points. Minor points are the results of bad play, and, as such, are not to be encouraged. A compromise was eventually accepted, by which three tries were made equal to a goal ; and at the last general meeting the value of a penalty goal was placed half-way between that of an ordinary goal and that of a try. This scale provides sufficient chances for scoring points to make a drawn game improbable, so that there is no longer any excuse for counting minor points even in cup ties ; but in our opinion the ideal scheme would be to count two points for any sort of goal, and one point for a try, whether converted into a goal or not. This would leave a placed goal one point ahead of all others, and would give to a try the value it deserves in the modern game.

All readers of "Tom Brown" will have some idea of the number of technicalities which used to lie between a try and its conversion into a goal. These technicalities it has been the constant aim of the committee to minimize, both by case-law decisions and by special legislation. The cumbrous

alternative of punting out was swept away at one stroke, and the laws were thereby reduced in number from sixty to fifty. At the same time the attacking side were forbidden to charge, and various unfair tactics, which had grown up in connection with the charge, were thereby nipped in the bud, and it was made impossible to score a second good try off a first bad one. Under the old law the nearer to the touch-line the first try was scored, the easier it was to score a second near the goal-posts, which was undoubtedly a blot upon the game. In more recent times the law against bringing a ball out between the posts has been withdrawn, because it was felt that nothing could make things too easy for the wretched place-kicking of the present day; and, lastly, it is no longer necessary to make a mark on the goal-line, whilst the onus of seeing that the ball is brought out at the proper place has been cast upon the defending side, so that everything possible has now been done to avoid a goal being overruled on technical grounds; moreover, if the defending side charge before the ball has touched the ground, the referee can forbid them to charge at all.

The law about mauls has been considerably improved by the removal of all uncertainty as to which side is to have the ball in the end; but we are firmly convinced that mauls should be abolished once for all. We regard a maul as a relic of barbarism which gives a fair opening to the enemy who never tires of advancing the "brute-force" argument against the game. The simplest way of abolishing them would be by making the ordinary laws for tackling apply to cases behind the goal-line. The ball would then be put down directly it was fairly held, and all that the referee would have to decide would be which side was entitled to the possession of it—a far easier task than deciding whether the ball really does touch the ground in the course of a maul or not.

Some years ago the word "deliberately" was cut out of the law relating to knocking on at the line-out, because referees considered that they had enough to do in deciding the facts of the play, without being made judges of men's consciences in addition. Some players were reluctant to adopt this improvement at the time, and still stronger opposition was raised to the recent penalty of a free kick, from which no goal could be scored, for such a knock-on; but, in the opinion of most authorities on the game, it has proved one of the best of the new penalties, because it has worked wonders in stopping the constant interruptions of the game, which the referee found that he had to order, when a scrummage was the only penalty for the offence.

Lastly, the greatest care has been taken to incorporate the principle that a side shall never derive benefit from its own mistakes, by giving the other side the option of not enforcing any penalty which it happens to be to their advantage to forego, and by giving them the choice between a scrummage and a free kick on all occasions when they have a right to the latter, if wind or position makes it desirable to choose the less rather than the greater penalty.

We trust that we have now said enough to show that great improvements have already been made in the laws, but nothing short of entirely recasting the code will suffice to remove the blot of complexity and length to which we referred at the beginning of this chapter. This revision has already been attempted by A. K. Butterworth and by W. Cail, and there are quite enough good draftsmen on the committee to undertake the task with success. They would *inter alia* pick out all the definitions which are now scattered throughout the code, and put them together concisely at the beginning; condense all penalties into a single law, with references to the numbers of the laws for the infringement

of which they could be inflicted, instead of repeating them at the end of each such law ; arrange the surviving laws in their proper sequence, and probably eliminate the whole system of fair catches. The arguments for the retention of fair catches have lost much of their weight since the introduction of penalty free kicks. It is urged on their behalf that they generally act as a punishment for a bad bit of play, and that they produce a pleasing variety in the game ; but now that teams have so many opportunities for claiming free kicks, they can well afford to spare this one, and the penalty kicks provide sufficient variety to satisfy even the most voracious appetite. The danger now is rather that a game may develop into a mere succession of free kicks ; and, as a means of reducing their number, the abolition of fair catches, which are in no way essential to the game, is worthy of consideration.

We feel sure that by working on these lines the laws could be reduced in bulk by a clear half. We can never hope to attain to the brevity of the Association Code, because we have to provide for carrying the ball and for tackling, which are both foreign to their game ; but we might fairly expect to put our code into a shape more worthy of the stability of the laws of the Medes and Persians, and we have no hesitation in predicting that the temporary confusion, which such a revision would cause in the minds of players and referees alike, would be far outweighed by the ultimate gain which would accrue to the game.

CHAPTER XI.

THE EFFECT OF PROFESSIONALISM ON THE RUGBY GAME.

WHEN a few years ago the Rugby Union refused to follow in the footsteps of the sister, and, legitimize professionalism, they stood on the brink of a precipice. It needed but one false step to plunge them into the chasm below, to be driven hither and thither by the eddies of professionalism, and, after a vain struggle maintained for a time, to sink wrecked and wearied beneath the suck of the whirlpool.

But, though well aware of the magnitude of the task before them, they did not shrink from undertaking it, for they well saw the impending danger; and when they resolved to throttle the hydra of professionalism before it was big enough to throttle them, they saved the game from a system which would have begun in degradation, and ended in ruin.

And, now that they have once put their hands to the plough, we can rest assured that they will never pause to rest till they have completed the task before them. For, though so eminent an authority as Mr. Montagu Shearman, in his article on football in the Badminton Series, has prophesied that it is only a question of time, when they have to throw up the sponge in this struggle, I am confident that there is not a single committee-man who shares that view. They know, it is true, that a great deal of latent professionalism exists in the country, but they also know that it is making no headway against them, and they feel certain that they are holding it in check and have it in their grip.

In my opinion, if they only go on as they have begun; if

the same vigilant and loyal co-operation of clubs and county committees, which has been accorded them in the past, be continued in the future ; and if no false sentimentality be allowed to interfere with the rigour of sentences passed on offenders, which should be fearlessly inflicted and with increasing severity, then their ultimate success is assured and professionalism is doomed.

The task before them would, however, be rendered immeasurably lighter if public opinion declared itself unanimously on their side. Professionalism would then, I believe, be an impossibility. I wish, therefore, that every one who has the well-being of the game at heart, would set himself to work out the problem of professionalism, and would consider the effect of its admission on the Rugby game. The deductions to be derived from statistics and history are, to my mind, so plain and so palpable, that none can fail to be convinced of their cogency.

The first question that naturally occurs to one on the threshold of an inquiry into professionalism is, How did there ever come to be such an institution as professionals in any branch of sport? It seems an anomaly that in sport, the true conception of which is a pastime as distinguished from a profession, one should find men engaged in order to earn a livelihood.

I venture to suggest that the anomaly is thus explained. The very essence of athletic sport is the rivalry it engenders. Rivalry in its turn begets a desire for excellence, and excellence in any art mainly depends on the amount of time devoted to the pursuit of it. As the art develops, so the standard of excellence is being continually raised, until at length we reach a perfection which can only be attained by those who devote their whole time and energies to its cultivation. This at last means the devotion of a life ; and

there being but few who can sacrifice their life to sport, which is a pastime without increment, the pastime without an income becomes a profession with one. The sole *raison d'être* of a professional in athletic sport is, I conceive, the excellence which by his agency is attained, and which without his agency would never have been approached. If you eliminate this factor from the calculation, it would be hard indeed to show what other benefit his introduction has worked, while it cannot be denied that he has often and often been the means of importing a corrupt element, which has degraded and impaired the sport of his adoption.

The corollary, which these remarks lead to, furnishes this indisputable axiom, viz. that *ceteris paribus* the man who gives up his whole time and energies to athletics, and makes them his profession, is bound to become the superior of the amateur who follows them as a recreation for his leisure moments.

To see the truth of this practically demonstrated, you have only to turn to our various fields of athletics. What do you find? Why, that except in cricket, amateurs stand no earthly chance with professionals.

The reason that the best amateurs can hold their own with professionals in cricket is that they play just as much cricket as professionals do. *I wish to call most especial attention to the fact that out of the whole category of athletics, this is the one game to which amateurs and professionals devote the same amount of time, and it is the one game in which they are able to compete on terms of equality.*

I especially emphasize this, because I find that cricket is the game which the advocates of professionalism in football invariably cite, in order to show how well the conjoined system of the two classes works. They do not pause to consider why this is so, nor do they seem to realize that if the

best amateur cricketers were only able to play on Saturdays, while professionals played six days in the week, the latter would very soon outclass the former, and the conjunction of the two as competitors become impracticable.

We can now advance a step, and apply our axiom to the Rugby game. The professional is bound to outstrip and leave behind the amateur. We will suppose, for instance, that the Rugby Union have legitimatized professionalism. What follows? The amateur will play as he does at present, each Saturday afternoon. His business avocations will prevent his playing oftener, and will not allow him sufficient leisure for anything like regular training. The professional will play, say, three days a week. He has all and every day in which to perfect himself at the game, and get thoroughly fit. A team of professionals, by regular practice together, will become as smoothly co-ordinated as a machine. The amateur will look on the game as affording him exercise and recreation, the professional as providing him with the means of livelihood, which will vanish the moment his form deteriorates, or he is supplanted by a better exponent of the art—contingencies which will be always before his eyes, and cannot fail to act as a perpetual stimulus to excel.

Under such conditions can any one doubt what the result will be? The amateur will be too heavily handicapped to keep on terms, and in a brief period will drop behind outclassed. Old clubs, with splendid records, will gradually recede into obscurity. The interest which formerly surrounded their doings will gradually fade away, and the fickle public will transfer their patronage to their more brilliant rivals. Nothing succeeds like success, and nothing devastates like disaster. Disheartened by defeat, and outclassed in an unequal struggle, amateur clubs will one by one drop away,

until at length Rugby football will be a popular profession, with possibly a shred of amateurs, the sole relics of the past, as an appendage.

Nothing, to my mind, can be more instructive than the course which events have run in the Association game since they sanctioned professionalism. Theories are disputable, facts incontestable; and however strong an opinion in favour of the recognition of professionalism may be entertained by some, they cannot help, after they have read the statistics below, confessing that the wave of professionalism has advanced with astonishing rapidity, and that it has swept amateurism before it in its headlong progress.

The Football Association in 1872 founded a cup competition. This is admittedly the great contest of the year, and all the best clubs of the day are engaged in it. Below I give the names of the clubs left in to contest the final tie since the institution of the cup :—

- 1872. Wanderers and Royal Engineers.
- 1873. Wanderers and Oxford University.
- 1874. Oxford University and Royal Engineers.
- 1875. Royal Engineers and Old Etonians.
- 1876. Wanderers and Old Etonians.
- 1877. Wanderers and Oxford University.
- 1878. Wanderers and Royal Engineers.
- 1879. Old Etonians and Clapham Rovers.
- 1880. Clapham Rovers and Oxford University.
- 1881. Old Carthusians and Old Etonians.
- 1882. Old Etonians and Blackburn Rovers.
- 1883. Blackburn Olympic and Old Etonians.
- 1884. Blackburn Rovers and Queen's Park.
- 1885. Blackburn Rovers and Queen's Park.
- 1886. Blackburn Rovers and West Bromwich Albion.
- 1887. Aston Villa and West Bromwich Albion.

1888. West Bromwich Albion and Preston North End.

1889. Wolverhampton Wanderers and Preston North End.

Is it not significant that since the year 1883, no English amateur club has succeeded in getting into the final tie?

In this competition the preliminary ties are classified into districts, so that it is only in the later ones, where the survivors in the different districts are pitted against each other, that a line of comparison can be drawn.

Taking the year 1887-88, I find that in the fifth round, which was the first one in which the victors in districts were shuffled, the Old Carthusians are the only amateur club who qualified for the sixth round as against twelve or thirteen professional clubs.

The victors in the sixth round were the same amateur team and seven professional; the final tie was left to be fought out between two professional elevens.

I find, moreover, that, except the Old Carthusians, not one of the amateur clubs, whose names appear above, has succeeded in more recent years in getting into the semi-final ties.

I find that the most powerful club in England at the present time is Preston North End—an eleven almost entirely composed of professionals, and that the only amateur team which can be pitted against it with any reasonable hope of success is the Corinthians, an eleven composed of the cream of amateur talent, skimmed from a number of clubs.

I find that since the admission of professionalism, numberless clubs have not only sprung into being, but have forced their way into the front rank, displacing their amateur predecessors.

I find that, coincident with their progress, there has been a corresponding decadence of the gentlemen, and that so

rapid has been the rise of the one and the fall of the other, that the question of separating the classes is being mooted by members of the executive.

I find that the foremost professional clubs have banded themselves into a league, an institution which grows and thrives astonishingly, and which, if ever rupture with the Association took place, could very well stand on its own legs and govern professional football.

And I find, coming to the present time, that out of twenty clubs who are already selected to compete for the later stages of the cup in the coming season only two are amateurs—this in a contest to which professionals have only recently been admitted.

It is not often that an advocate can present so vivid an illustration of his theories as these facts present. The whole picture of the rise of professionalism, its progress, and the decadence of amateurism is placed before you by these data.

And these, you must bear in mind, are but the early days of professionalism. The child scarcely knows that he is born yet, but if his growth in the future fulfils the promises of the past, I do not hesitate to say that "amateurism" has a very rough time before it.

My contention being, then, that Rugby would become mainly, if not exclusively, a professional game, if professionalism were recognized, it is in the highest degree important to pause and consider what has been the fate of other branches of athletics where professionals have predominated or had an independent existence.

Without exception the corrupt element has invariably in time gained the upper hand, and has crippled and depraved the sport, or killed it outright.

English professional rowing, once the best in the world,

is at the present time as dead as mutton, and its death-blow was administered when bookmakers became backers, and men had to row to order and not to win.

Professional running and walking, in years gone by a thriving and popular sport, has sunk to so low an ebb that if a few Sheffield speculators were to discontinue their handicaps, which afford an admirable machine for betting, it would be a corpse to-morrow. The cause of decay is precisely the same. Every sprinter has his "gaffer," and it is only when it suits his pocket that he must win.

Even now thousands of pounds are betted on an important football match. Already a large army of bookmakers and bettors attend the great matches of the year. Is there any reason for supposing that the football professional would be a purer being than his compeer in other branches, and would remain impervious to such surroundings? Certainly not. You would find no doubt that you have attained by his admission a hitherto unprecedented excellence, that you are able to draw great gates; but you would assuredly find that unless your amateurs were able to retain their equality with them, and keep them pure by their intervention, football would not escape the depravity which has tarnished and degraded every other branch of professional sport, and led in the end to their disrepute and decadence.

I put forth these views, though less elaborately, some years ago, and they were criticised by Mr. Shearman in his article in the Badminton Series in the following terms:—

"We venture to differ from Mr. Budd, because in cricket, the one sport, so far as we know, in which amateurs and professionals have always joined in common, the conjunction has both kept professionalism pure and has improved the form of the gentlemen, without in the least causing them to find themselves outclassed, and so desert the game.

It would be strange indeed were gentlemen to desert a game as soon as they met with a reverse from the players. But, apart from this, we think the Rugby Union authorities are wrong for quite different reasons. Were gentlemen forced by any rule to meet opponents whom they disliked, we could well agree with him; but no club need ever play with any clubs but those it chooses. Nor in the Rugby game, where there is no national cup tie, is there any moral obligation for a club of gentlemen to meet any crack club of 'players' to try conclusions.

"Surely, on the other hand, if the Yorkshire clubs prefer to play with or against professional teams, they should be left at liberty to do so. Nor will the edicts of the Union prevent professionals from playing Rugby football, if once there is a genuine movement in that direction in the country. The houses of Lancaster and Tudor in vain tried to suppress football; and the efforts of the Rugby Union will be equally vain to suppress professionalism, if it once begins to pay. The effect of such legislation would only be to drive the movement beneath the surface; and we must still confess that we prefer a man who plays for money and says that he does so, to a 'gentleman' who receives liberal sums for expenses. However, at present there are very few who have any opportunity of making money out of Rugby football, and it will doubtless be well for the sport if the case ever remain so. So far we are in sympathy with the Rugby Union; but if ever more money can be made out of the 'gates' of matches than the clubs know what to do with, professionalism either open or secret there will assuredly be. Until that time shall come the Rugby Union regulations against professionalism are *bruta fulmina*, and will, in our opinion, remain so."

It will be noticed that Mr. Shearman falls into the common

error of drawing a parallel from cricket, whereas, as I have already shown, no parallel exists.

Cricket is a game which occupies three days, football one hour and a half. The success of the conjunction of the two classes is, I repeat, due to the fact that gentlemen by playing as much as professionals are able to retain their equality. In football such a state of things could not exist. If the equality could be preserved, I admit that one of the great objections to professionalism would be at once removed.

Mr. Shearman next contends that professionals are a harmless institution, because amateurs need not play them, unless they care to. I very much doubt whether he would have written this remark if he were writing his article to-day, and had carefully studied the progress of events in the Association game during the last two years. It is no news to us that amateurs can choose their own competitors, but the question is, What sort of a field they would have left to make their selection from? Nothing, I take it, but the residuum of decayed amateurism, the skeleton which the havoc of professionalism had spared.

Mr. Shearman is, of course, entitled to his own opinion as to the probable upshot of the present struggle. I do not share his gloomy forebodings. That the regulations, however, of the Rugby Union are not mere *bruta fulmina* is amply testified by the vigorous proceedings which in the last two years have been taken against the suspects, and the suspensions and penalties which have followed. He is further entirely in error when he supposes that there are no clubs who derive more money out of gates than they know what to do with. The Bradford club is richer than the Rugby Union, and the bank-books of many Northern clubs would show a balance of hundreds. According to Mr.

Shearman's theory, professionals ought to have grown from these balances, but we know that they have not.

To go back once more, if professionalism, as I contend must be the case, became when admitted predominant, a new executive would necessarily ensue, and the present tried and experienced rulers, who have successfully steered the Union through her troubles for many years and succeeded in preserving the traditions which were entrusted to their keeping, would be supplanted by a wholly new order of men, who would not feel themselves fettered by the history of the past, and whose policy it would be impossible to foretell.

There is, however, a totally different standpoint from which I condemn professionalism in football.

It is not a game like cricket, which affords sufficient occupation to justify the devotion of a man's entire time to it. Three days a week is as much as anybody can play, and then only for an hour and a half at a stretch. This brings the total of the week's play to four and a half hours. Allowing for training and practice in addition to this, the greater part of a man's time would still remain unutilized. The profession of football, then, means a life of idleness while it lasts. But it is also a game at which a man cannot play for many years, and after his career is finished it leads to absolutely nothing; so that the superannuated professor, when his short day of activity is over, finds himself stranded without resources and has to begin life over again to get his bread.

I have striven in the foregoing pages to point out the dangers of professionalism. From every standpoint I contend that its admission is indefensible.

One and one advantage only would you obtain by its recognition, viz. improved play, but you would obtain it at the expense of amateurism and the sacrifice of purity.

Excellence is a desideratum, but a very minor one, as compared with purity, for history teaches no more important lesson than that the prosperity and sometimes even the existence of every branch of sport has been dependent on its ability to resist the introduction of a corrupt element into its constitution.

And, after all, what is there so fine in being able, by offering the biggest bribe, to collect an invincible team from the four quarters of the globe? It flatters the vanity of some no doubt to form a victorious team, but I fail to see that in the hiring of champion professionals the element of true sport comes in any more than in the case of the circus proprietor who engages the best available talent for the season by paying the highest salaries.

I believe that this is the most momentous question which the Rugby Union have ever had to consider, and that on their firmness and determination depends the future of the game. No body of rulers has ever displayed these qualities more conspicuously than they have in the past, and I conclude with the earnest hope that both they and every football player will recollect that a great game with magnificent traditions is not a fit subject for experiment, and that they will not hesitate, as opportunity offers, to place their heel on an innovation which will impair the vitality and tarnish the unsullied reputation of the Rugby game.

A P P E N D I X.

Revised September, 1891.

THE RUGBY FOOTBALL UNION.

BYE-LAWS.

1. That the name of the Society be "THE RUGBY FOOTBALL UNION;" that only Clubs entirely composed of amateurs are eligible for membership; and that its head-quarters be in London, where all General Meetings shall be held.

2. That the Officers, who shall be elected annually, consist of a President, two Vice-Presidents, Hon. Secretary, and Treasurer, and a Committee of seventeen, with power to add to their number: seven to form a quorum, all such Officers to be nominated in writing to the Secretary twenty-one days prior to the General Meeting at which the Officers are elected. All past Presidents of the Union shall be *ex-officio* Members of the Committee who have during the year preceding such annual election attended at least two Committee Meetings to which they have been summoned. No past President shall be entitled to vote on the selection of teams, unless he has been chosen to act on the Sub-Committee elected for that purpose.

3. That any Club willing to conform to the Rules of the Union be eligible for membership, but before being admitted, such Club must be duly proposed and seconded by two Clubs belonging to the Union.

4. That the Annual Subscription, payable in advance, of each Club belonging to the Union, be £1 1s., with an Entrance Fee of £1 1s., payable on admission. The Annual Subscriptions of all Clubs shall fall due in September. Any Club whose Subscription has not been paid before or at the General Meeting in March, shall be struck off the Union List.

5. That two General Meetings be held annually, one in the month of March, for the consideration of the Bye-laws and Laws, and the other in the month of September, for the election of officers for the ensuing year, and other business.

6. That all officers be elected by ballot.
7. That each Club be entitled to send one representative only to a General Meeting, exclusive of the Officers of the Union.
8. That the Hon. Sec. shall convene a Special General Meeting at any time on receiving a requisition to that effect, signed by the Captains or Secretaries of not less than five Clubs belonging to the Union.
9. That no Bye-law or Law of the Game shall be altered, rescinded, or added to, without the consent of at least two-thirds of those present at a General Meeting.
10. That each Club be furnished with a copy of the Bye-laws and Laws of the Game, and be bound thereby; and in case of wilful infringement thereof by any Club, such Club be liable to expulsion from the Union, at a General Meeting.
11. That notice of any amendment or alteration either in the Laws of the Game or the Bye-laws of the Union, together with the names of the proposer and seconder of every such amendment or alteration, be given in writing to the Hon. Sec. *three weeks* at least before the General Meeting at which such amendment or alteration is to be brought forward, and be duly advertised *fourteen days* at least before such meetings, and notice thereof sent to the Clubs belonging to the Union.
12. That the accounts be audited, and a printed balance-sheet sent to each Club belonging to the Union, together with the notices calling the General Meeting in September.
13. That the Committee shall appoint three Trustees, in whose names they may from time to time invest any funds of the Union; which investment shall be held by the said Trustees solely for the furtherance of Amateur Football.
14. That any League or Combination of Clubs in membership with the Rugby Football Union shall be under the authority of the Union, and shall be required to submit the rules of such League or Combination to the Rugby Union Committee, who shall have power—
 - (a) To forbid the formation of such League or Combination of Clubs in their absolute discretion.
 - (b) To discharge from Membership or suspend any Club contravening this Bye-law.
 - (c) To suspend any Club which shall play a Match with a Club which has been suspended or discharged from Membership under the Bye-law, or with any Club which has been formed out of the nucleus of any suspended Club.

THE LAWS OF THE GAME OF FOOTBALL, AS PLAYED BY THE RUGBY FOOTBALL UNION.

1. A DROP KICK is made by letting the ball fall from the hands, and kicking it the *very instant* it rises.

2. A PLACE KICK is made by kicking the ball after it has been placed in a nick made in the ground for the purpose of keeping it at rest.

3. A PUNT is made by letting the ball fall from the hands and kicking it *before* it touches the ground.

4. Each GOAL shall be composed of two upright posts, exceeding 11 feet in height from the ground, and placed 18 feet 6 inches apart, with a cross-bar 10 feet from the ground.

5. A GOAL can only be obtained by kicking the ball from the field of play direct (*i.e.* without touching the ground, or the dress or person of any player of either side) over the cross-bar of the opponents' goal, whether it touch such cross-bar or the posts or not; but if the ball goes directly over either of the goal-posts, it is not a goal. A goal may be obtained by any kind of kick except a *punt*.

6. A TRY is gained when a player touches the ball down in his opponents' goal.

7. A match shall be decided by a majority of points. A try shall equal two points; a penalty goal shall equal three points; a goal from a try (the try not also to count) shall equal five points; any other goal shall equal four points. If the number of points be equal, or no goal be kicked or try obtained, the match shall be drawn.

8. A TOUCH-DOWN is when a player, putting his hand upon the ball on the ground in goal, stops it so that it remains dead, or fairly so.

9. A TACKLE is when the holder of the ball is held by one or more players of the opposite side.

10. A SCRUMMAGE takes place when the holder of the ball, being in the field of play, puts it down on the ground in front of him, and all who have closed round on their respective sides endeavour to push their opponents back, and by kicking the ball to drive it in the direction of the opposite goal-line. A scrummage ceases to be a scrummage when the ball is in touch or goal.

11. A player when on-side may take up the ball at any time, except (1) in a scrummage; (2) when the ball has been put down after it has been fairly held; (3) when it is on the ground after a player has been tackled.

12. In a scrummage, it is not lawful to touch the ball with the hand under any circumstance whatever. If, in the opinion of the Referee, any player shall, in a scrummage, intentionally either handle the ball or fall down, he shall, on a claim from the opposite side, award a free-kick, such free-kick to be taken in accordance with Law 42.

13. It is lawful for any player who has the ball to run with it, and if he does so it is called a RUN. If a player runs with the ball until he gets behind his opponents' goal-line and there touches it down, it is called a RUN-IN.

14. It is lawful to *run in* anywhere across the goal-line.

15. The goal-line is in goal, and the touch-line is in touch.

16. In the event of any player holding or running with the ball being tackled, and the ball fairly held, he must at once cry *down*, and immediately put it down. If, in the opinion of the Referee, he has not immediately put the ball down, or if he being on the ground has not immediately got up, he shall, on a claim from the opposite side, award a free-kick, such free-kick to be taken in accordance with Law 42.

17. A MAUL IN GOAL is when the ball is held inside the goal-line and one of the opposing sides endeavours to touch it down. Those players only who are touching the ball with the hand when the maul begins, and then for so long only as they retain their touch, may continue in the maul. The ball shall be touched down where the maul is concluded, and shall belong to the players of the side who first had possession of it before the maul began, unless the opposite side have gained entire possession of it, or unless it has escaped from the hold of all parties engaged, in which latter event it shall belong to the defending side. In the event of any player taking part in the maul after such maul has begun, the touch shall belong to the opposite side from the player so taking part in such maul.

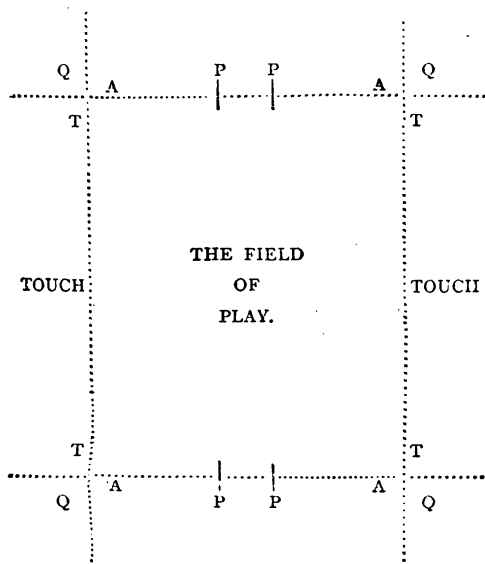
18. TOUCH IN GOAL. (See Plan.) Immediately the ball, whether in the hands of a player or not, goes into touch in goal, it is at once *dead* and out of the game, and must be brought out as provided by Laws 35 and 36.

19. Every player is ON-SIDE, but is put OFF-SIDE if he enters a scrummage from his opponents' side, or being in a scrummage gets in front of the ball, or when the ball has been kicked, touched, or is being run with by any of his own side behind him

(i.e. between himself and his own goal-line). No player can be off-side in his own goal.

20. A player being *off-side* is put *on-side* when the ball has

PLAN OF THE FIELD.



AA.AA. ... Goal-lines.
 TT.TT. ... Touch-lines.
 PP.PP. ... Goal Posts.
 QQ.QQ. ... Touch in Goal.

The touch-lines and goal-lines should be cut out of the turf.
 The field of play should not exceed 110 yards in length, nor 75 yards in breadth, and should be as near those dimensions as practicable.
 The maximum extent of the dead-ball line is 25 yards.

been run five yards with, or kicked by, or has touched the dress or person of, any player of the opposite side; or when one of his

own side has run in front of him either with the ball or having kicked it when behind him.

21. Every player when off-side is out of the game, and shall not touch the ball in any case whatever, or in any way interrupt or obstruct any player until he is again on-side. In case any player wilfully touches the ball when he is off-side, the opposite side may claim either (1) a free-kick, such free-kick to be taken in accordance with Law 42 where such off-side play occurred or (2) a scrummage at the spot where the ball was last played before the offence occurred.

When any player *has the ball*, none of his opponents who are off-side may run, or attempt to tackle, or otherwise interrupt such player, until he has run five yards or taken his kick. But if any player when off-side comes within five yards of a player waiting to receive the ball, tackles, or in any way interferes with an opponent who has the ball before such opponent has run five yards or taken his kick, the opposite side may claim either (1) a free-kick, such free-kick to be taken in accordance with Law 42; or (2) a scrummage at the spot where the ball was last played before the offence occurred.

22. THROWING BACK. It is lawful for any player who has the ball to throw it back towards his own goal, or to pass it back to any player of his own side, who is at the time behind him, in accordance with the rules of *on-side*.

23. KNOCKING ON, *i.e.* hitting the ball with the hand, and THROWING FORWARD, *i.e.* throwing the ball, in the direction of the opponents' goal-line are not lawful. If the ball be either *knocked on* or *thrown forward*, the opposite side may (unless a fair catch has been made as provided by the next rule) require to have it brought back to the spot where it was so *knocked on* or *thrown on*, and there put down.

24. A FAIR CATCH is a catch made direct from a kick or a *throw-forward*, or a *knock-on* by one of the *opposite* side provided the catcher makes a mark with his heel at the spot where he has made the catch, and no other of his *own* side touches the ball.

A player who has on a claim been awarded a fair catch, must thereupon himself either take a drop-kick or punt, or place the ball for a place-kick; such kick in any case to be made in the direction of the opponents' goal-line. If the player retires behind his own goal-line for the purpose of taking such kick the ball must be kicked across such goal-line in the direction of the opponents' goal-line.

After a *fair catch* has been made, the opposite side may com

up to the catcher's mark, and, the catcher's side retiring, the ball shall be kicked from such mark, or from a spot any distance behind it, in a straight line, parallel with the touch-lines.

25. TOUCH. (See Plan.) If the ball goes into *touch*, a player on the side other than that whose player last touched it in the field of play must bring it to the spot where it crossed the touch-line; or if a player when running with the ball cross or put any part of either foot across the touch-line, he must return with the ball to the spot where the line was so crossed, and thence return it into the field of play in one of the modes provided by the following Law.

26. He must then himself, or by one of his own side, either (1) bound the ball in the field of play and then run with it, kick it, or throw it back to his own side; or (2) throw it out at right angles to the touch-line; or (3) walk out with it at right angles to the touch-line, any distance not less than *five* or more than *fifteen* yards, and there put it down, first declaring how far he intends to walk out.

27. If two or more players holding the ball are pushed into *touch*, the ball shall belong *in touch* to the player who first had hold of it in the field of play, and has not released his hold of it.

28. If the ball be not thrown out straight the opposite side *may* at once claim to bring it out themselves, as in Law 26, sec. 3.

29. A catch made when the ball is thrown out of touch is not a *fair catch*.

30. KICK-OFF is a place-kick from the centre of the field of play, and cannot count as a goal. The opposite side must stand at least *ten yards* in front of the ball until it has been kicked. If the ball pitch in touch, the opposite side *may* claim to have it kicked off again. The kicker's side must be behind the ball when kicked off, and in case of infringement the Referee shall, on a claim by the opposite side, order a scrummage to be formed in the centre of the ground.

31. The ball shall be *kicked off* (1) at the commencement of the game; (2) after a goal has been obtained; (3) after a change of goals at half-time.

32. Each side shall play from either goal for an equal time.

33. The captains of the respective sides shall toss up before the commencement of the match; the winner of the toss shall have the option of choice of goals, or the kick-off.

34. Whenever a goal shall have been obtained, the side which has lost the goal shall then kick off. When goals have been changed at half-time, the side which did not kick off at the commencement of the game shall then kick off.

35. KICK-OUT is a drop-kick by one of the players of the side which has had to touch the ball down in their own goal or into whose touch in goal the ball has gone (Law 18), and is the mode of bringing the ball again into play, and cannot count as a goal. (See Law 38.)

36. KICK-OUT must be a *drop-kick*, and from not more than *twenty-five yards* outside the kicker's goal-line ; if the ball when kicked out pitch in touch, the opposite side *may* claim to have it kicked off again. If the kick be not a drop-kick, or if the kick be from more than twenty-five yards outside the kicker's goal-line, or if the kicker's side be not behind the ball when kicked out, the Referee shall, on a claim by the opposite side, either order another kick-out, or order the ball to be scrummaged at a spot twenty-five yards from the kicker's goal-line, and equidistant from both the touch-lines ; and the opposite side *may* not obstruct such kicker within twenty-five yards of his own goal-line.

37. A side having touched the ball down in their opponents' goal, shall try at goal by a place-kick in the following manner :—One of the players shall bring it up to the goal-line in a straight line (parallel to the touch-lines) from the spot where it was touched down, and thence walk out with it in a line parallel to the touch-lines such distance as he thinks proper, and there place it for another of his side to kick.

38. The defending side may charge as soon as the ball touches the ground, but if any of them do charge before the ball touches the ground, the Referee may, provided the kicker has not taken his kick, and then only on a claim by the kicker's side, disallow the charge, and the kicker's side must remain behind the ball until the try has been decided. If a goal be kicked, the game shall proceed as provided in Law 34, but if a goal be not kicked, or if the bringer-out allow any of his side to touch the ball before it has been kicked, the ball shall be dead forthwith, and the game shall proceed by a kick-out, as provided in Law 36.

39. CHARGING, *i.e.* rushing forward to kick the ball or tackle a player, is lawful for the opposite side, in all cases of a *place-kick* after a *fair catch* or upon a *try at goal*, immediately the ball touches or is placed on the ground ; and in cases of a *drop-kick* or *punt* after a *fair catch*, as soon as the player having the ball commences to run or offers to kick, or the ball has touched the ground ; but he may always draw back, and unless he has dropped the ball or actually touched it with his foot, they must again retire to his mark (see Law 41). But if any

of the opposite side do charge before the player having the ball commences to run, or offers to kick, or the ball has touched the ground, the Referee may, provided the kicker has not taken his kick, and then only on a claim by the opposite side, disallow the charge. Except in a scrummage, it is not lawful for a player to charge against or obstruct any opponent, unless such opponent is holding the ball or such player is himself running at the ball.

40. In the event of a player illegally tackling, charging, or obstructing any opponent, the Referee shall, on a claim from the opposite side, award a free-kick at the spot where the offence took place, such free-kick to be taken in accordance with Law 42.

But if, in the opinion of the Referee, on a claim from the opposite side, a try would undoubtedly have been gained but for unfair play or interference of the defending side, he shall adjudge such try. On the other hand, if, in his opinion, a try would undoubtedly not have been gained but for unfair play or interference of the attacking side, he shall, on a claim by the opposite side adjudge a touch-down. The kick in case of a try shall be taken at any point on the line passing through the spot where the ball was when such unfair play or interference took place, parallel with the touch-line.

41. In case of a *fair catch*, the opposite side may come up to and *charge* from anywhere on or behind a line drawn through the mark made and parallel to the goal-line. In *all* cases the kicker's side must be behind the ball when it is kicked, but may not *charge* until it has been kicked. In case of any infringement the Referee shall, on a claim by the opposite side, order a scrummage to be formed at the spot where the *fair catch* was made. If after a *fair catch* more than one player of the attacking side touch the ball before it is again kicked, the opposite side may *charge* forthwith.

42. A free-kick awarded by way of penalty shall be taken by either a drop, punt, or place-kick, and by any member of the side to which it has been awarded. In all other respects the kick shall be taken in the manner prescribed for fair catches in Law 24, it being understood that the place whence the kicker is entitled to take his kick shall be regarded as the mark of a player who has made a fair catch.

43. If, in the opinion of the Referee, a player shall have been guilty of rough or foul play, he shall, in his discretion, either caution him for the first offence or warn him off without any caution, but always on a second offence it shall be his duty to warn off the offender, and in every case to forthwith report the

occurrence to the Rugby Union Committee, who shall, in their discretion, suspend the offender, and any Club which plays with or against him during suspension, for such period as they think fit.

44. If a player shall kick, pass, or carry the ball back across his goal-line and it there be made dead, the opposite side may claim that the ball shall be brought back and a scrummage formed at the spot whence it was kicked, passed, or carried back. Under any other circumstances a player may touch the ball down in his own goal.

45. NO HACKING, OR HACKING OVER, or tripping up, shall be allowed under any circumstances. No one wearing projecting nails, iron plates, or gutta percha on any part of his boots or shoes shall be allowed to play in a match.

46. In the case of any law being broken, or any irregularity of play occurring on the part of either side not otherwise provided for, the opposite side may claim that the ball be taken back to the place where the breach of the law or irregularity of play occurred, and a scrummage formed there.

47. In all Matches two Umpires or two Touch Judges shall be appointed and a Referee; the latter official must be chosen with the consent of either the respective Secretaries or Captains of the contending Clubs or bodies. If the Captains of either side challenge the construction placed upon any Law, he shall have the right of appeal to the Rugby Union Committee.

Subject to this right of appeal it shall be the duty of the Referee to order off the field of play and to report immediately to the Rugby Union Committee any player who disputes any of his decisions; and the Rugby Union Committee shall, in their discretion, suspend the offender, and any Club which plays with or against him during suspension, for such period as they shall think fit.

48. Neither Half-time nor No-Side shall be called until the ball is fairly held or goes out of play, and in the case of a try or fair catch, the kick at goal *only* shall be allowed.

It is illegal for any member of any Club in England in membership with the Rugby Union to take part in any match or contest where gate-money is taken, unless it is agreed that not less than fifteen players on each side shall take part in the match.

A close time is fixed for playing Rugby football, and no member of any Club in England in membership with the Rugby Union is allowed to take part in a football contest of any

character, either for charity or otherwise, where gate-money is taken during the close season.

The close season lasts from May 1 to August 31, both dates inclusive.

Any player transgressing this rule shall be deemed a professional, and may be suspended under Rule 4 of the Rules relating to Professionalism.

REGULATIONS FOR THE GUIDANCE OF UMPIRES AND REFEREES.

*Adopted at Rugby Union Meeting, October, 1886, and amended
at subsequent Meetings.*

1. In all Matches two Umpires shall be appointed and a Referee ; the latter official must be chosen with the consent of either the respective Secretaries or Captains of the contending Clubs or bodies.

2. In any Match each Umpire must carry a stick, and the Referee must be provided with a whistle.

If either Umpire raises his stick on an appeal, it will be taken that he allows it ; if he does not raise his stick, it shall be taken that he disallows it.

Whenever one stick is raised and not both, the Referee shall, if he allows the appeal, immediately blow his whistle, without waiting to confer as to the point in dispute with the Umpire who has not raised his stick, and the game shall be immediately stopped.

If, on the contrary, the Referee does not immediately blow his whistle, it shall be taken that he disallows the appeal, and the game shall proceed as though no appeal had been made, without any further consultation.

Whenever both sticks are raised, the Referee, except in cases left to his own discretion, shall signify the allowance of the appeal, and stop the game forthwith by blowing his whistle.

3. *Appeals* must be made immediately after the points occur which cause them, otherwise they cannot be entertained by the Umpires and Referee. Decisions may be given on more than one point if appeals are made at the proper moment.

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4. The Umpires must not interfere in the game unless appeals are made to them.

5. The Referee must not interfere except on an appeal to the Umpires otherwise than in the following cases :—

- (a) At "kick-off," when it shall be his duty to see that the players on the side which has the "kick-off" are not in front of the ball when it is kicked off.
- (b) At "kick-out," when it shall be his duty to see that the kicker's side are behind the ball when kicked out.
- (c) In the case of a fair catch, when it shall be his duty to see that the kicker's side are behind the ball when it is kicked.

In the event of players (in his opinion) breaking the law on any of these points, he shall, on a claim by the opposite side, order a scrummage to be formed in the case of "kick-off" in the centre of the ground, and in case of "kick-out" at a spot twenty-five yards from the kicker's goal-line, and equi-distant from both the touch-lines, and in the case of a fair catch at the spot where the fair catch was made.

- (d) In the case of a try at goal and of all free-kicks, if any of the defending side charge before the ball touches the ground, he may, provided the kicker has not taken his kick, on a claim by the opposite side, disallow the charge.
- (e) If in the opinion of the Referee any player shall in a scrummage intentionally handle the ball, or fall down, or if he, being on the ground, has not immediately got up again, he shall, on a claim by the opposite side, award a free-kick.
- (f) In the event of any player illegally tackling, charging, or obstructing any opponent, the Referee shall, on a claim by the opposite side, award a free-kick at the spot where the offence took place.
- (g) If, in the opinion of the Referee, on a claim by the opposite side, a try would undoubtedly have been gained but for the unfair play or interference of the defending side, he shall adjudge such try. On the other hand, if, in his opinion, a try would undoubtedly not have been gained but for the unfair play or interference of the attacking side, he shall, on a claim from the opposite side, adjudge a touch-down.
- (h) If, in the opinion of the Referee, any player, when he has been tackled and the ball held, has not immediately

put the ball down, he shall, on a claim by the opposite side, award a free-kick at the spot where the offence occurred.

- (i) The Referee shall signify the granting of a fair catch by blowing his whistle, without further claim than the heel-mark (see Law 24). If the whistle is not promptly blown, it must be taken that the claim is not granted.

In all cases when a claim has once been made for a fair catch or free-kick, it must be taken, if granted by the Referee.

In all the above cases a claim from the opposite side is necessary, but not through the Umpires.

6. In the following cases the Referee may interfere without any claim being made, and without reference to the Umpires :—

- (a) If, in the opinion of the Referee, a player shall have been guilty of rough or foul play, he shall, in his discretion, either caution him for the first offence, or warn him off without any caution, but in every case on a second offence it shall be his duty to warn off the offender, and to forthwith report the occurrence to the Rugby Union Committee.

- (b) It shall be the duty of the Referee to report immediately to the Rugby Union Committee any player who disputes any of his decisions, except Captains acting with the rights given them in Law 47.

- (c) When a player is *down* in a scrummage, and the Referee considers it dangerous for the game to proceed, it shall be his duty to order the game to stop until he thinks the danger is over.

- (d) If, in the opinion of the Referee, the ball, on the formation of a scrummage, has been unfairly brought into play, he shall order a scrummage to be re-formed.

7. The Referee shall be time-keeper, and his decision on any question of "Time" shall be final, and he shall have power at his absolute and sole discretion to allow extra time for any delays that may take place.

8. The ball is dead whenever it touches an Umpire or Referee, and a scrummage shall be formed forthwith at the spot where the touching occurs, but it is not dead simply because a player holding the ball touches an Umpire or Referee.

9. In case Umpires and a Referee are not appointed in accordance with Law 47, the Rugby Union may refuse to entertain any disputes on points of Umpiring.

The following was issued by the Committee on November 12, 1886 :—

“The Committee find that the practice of Umpires interfering in the game, without appeals being made to them, is so prevalent, that they deem it necessary to call the attention of Players and Umpires to Rule 4, Regulations for the Guidance of Umpires and Referees, which is as follows :—‘*The Umpires must not interfere in the game unless appeals are made to them.*’ In order to assist the Referee in seeing when appeals are granted by the Umpires, the Committee strongly recommend that flags should be used by them in the place of sticks.”

THE APPOINTMENT OF TOUCH JUDGES

(Law 47).

The employment of Touch Judges is optional ; they must be appointed at the request of the Captains or Secretaries of the contending Clubs. Their duty shall be solely to give decisions on touch play, and shall be confined to points occurring on the side of the ground which they are appointed to look after ; it shall not include jurisdiction in deciding whether the ball is thrown out straight from touch. The Referee shall have the power of overruling their decisions. In all other cases in the Regulations for the Guidance of Umpires and Referees in which appeals are made through the Umpires to the Referee, they shall be made direct to him. In every other respect the duties of the Referee are unchanged.

Attention is especially called to the following new points, viz. :—

1. Wing-players must be dealt with under the new penalties for off-side play (Law 21), and for illegal charging (Law 40), if their play comes under those heads ; or under the new penalties for rough play (Law 43), if necessary.

2. The new penalties for rough play (Law 43) and for disputing the Referee's decisions (Law 47) are to be inflicted at the sole discretion of the Referee without any claim being necessary.

3. The new penalties for (a) handling the ball or falling down in scrummage (Law 12) ; (b) illegal tackling and charging (Law 40) ; (c) tries vitiated by unfair play (Law 40) ; (d) delay in putting the ball down and getting up himself (Law 16) ; (e) bringing the ball into play unfairly after it has been dead ;—are all to be inflicted at the sole discretion of the Referee without

reference to the Umpires, provided that a claim is made by the opposite side.

4. The new penalties for off-side (Law 21) and for kicking dead balls (Law 44) will come through the Umpires in the ordinary way.

5. All free-kicks awarded by way of penalty may now be converted into goals.

6. The ball must now be brought out for a try at goal in a straight line from the spot where it was touched down, whether between the posts or not.

7. In future, the Referee will grant fair catches by blowing his whistle without reference to the Umpires, and without any further claim being necessary besides the heel-mark (*vide* Law 24). If, therefore, the whistle is not blown forthwith it must be taken that the claim is not granted. When once a claim for a fair catch or free-kick has been made it must be taken, if granted by the Referee.

CASE LAW.

Points of Interest decided by the Rugby Union Committee.

In the case of an appeal to an Umpire play shall not cease pending a decision.

A fair catch can only be made direct from an opponent's kick, knock-on, or throw-forward, and not from a rebound.

To secure a try the ball must be touched down by the hand.

It is lawful to make a fair catch from kick-out or kick-off.

Leather or other projections on boots in the nature of spikes are illegal.

The corner flags are in touch in goal, and the intermediate touch-flags are in touch; the ball is therefore in touch in goal or in touch, as the case may be, if it strikes them.

Since it is the object in a throw out of touch to land the ball at right angles to the touch-line, a ball thrown out crooked to allow for the wind, but eventually pitching straight, is a straight throw. On the other hand, a ball thrown out straight, but subsequently diverted by the wind, is not a straight throw.

A player, provided that he is not carrying the ball—

(a) May be in touch and yet play the ball with his feet, so long as the ball itself is not in touch.

(b) May be in touch in goal and yet score a try by touching the ball down, so long as the ball is not in touch in goal.

The ball is in touch if it crosses the touch-line and is then blown back into play. A goal is scored if the ball crosses the bar and is then blown back into play.

A try can be obtained by touching down a ball which is motionless behind the goal-line.

So long as a player has one hand on the ball he may remain in a maul in goal.

The player of the ball for a kick at goal shall not be included in the "kicker's side," who must remain behind the ball until the try has been decided.

In the case of an illegal charge before the ball has been placed on the ground for a kick at goal, the Referee may, if he has whistled before the kicker has taken his kick, allow the ball to be placed anew, and prohibit the defenders from charging, whether the kicker has taken his kick subsequent to his whistling or not; but if the kicker has taken his kick before the whistle has been blown, the Referee cannot allow him a second kick.

The game shall be stopped whenever the Referee blows his whistle, even though he infringes the Regulations in doing so.

In the case of appeals being made on more than one point, the second appeal can only be entertained when the first is disallowed, except in the case of a "knock-on" out of touch, when if a fair catch is made a "free-kick" may be taken, even though a claim for a "knock-on" had been granted.

The Referee's decision as to time is final, even though he has kept it inaccurately.

The ball is dead if it strikes an Umpire or Referee, but not when a player running with it collides with an Umpire or Referee.

It is not permissible to give a testimonial in the form of money to any player; and a Club is not allowed out of its funds to subscribe to a testimonial of any kind.

It is the duty of the defending side to see that the ball, after a try has been obtained, is taken out from and placed at the proper spot.

If they fail to do so, and a goal is kicked from the wrong place, it must be scored.

Law 41. In case of a fair catch when the kicker retires behind his own goal-line to take his kick.

Decision. "The players of the kicker's side must be behind

the kicker, and cannot claim to come up to and stand on the goal-line, under Law 19, which states 'no player can be off-side in his own goal.'"

A Referee has no power to order a scrummage five yards back from the goal-line, but is recommended to allow it if both Captains agree.

Law 44. A player who carries the ball behind his own line, even if pushed by an opponent, and there touches it down, has broken the law.

When a free-kick has been granted, and the placer of the ball being about to place the ball, a claim is made of "no charge," and this claim allowed, it shall not be permitted for the placer of the ball to select another spot.

If the ball touches a player and then goes behind the player's "goal-line," it is regarded as passing the ball back, and on an appeal a scrummage should be formed at the spot where the ball touched him.

DIMENSIONS OF BALL RECOMMENDED BY THE UNION COMMITTEE.

Length, 11 to 11 $\frac{1}{4}$ inches ; length circumference, 30 to 31 inches ; width circumference, 25 $\frac{1}{2}$ to 26 inches ; weight, 12 to 13 ounces. Leather should be hand-sewn stitches not less than eight to the inch.

REGULATIONS AUTHORIZED BY THE RUGBY UNION ON COUNTY QUALIFICATIONS.

1. A man may play—
 - (a) For the County in which he was born ; or
 - (b) For the County in which he has resided for the six months previous to the time of playing ; or
 - (c) For the County in which he is residing at school or college, either as pupil or master, at the time of playing, provided his residence at the school or college be in the same County.
 - (d) For the County for which he played in season 1887-1888.
2. A man shall still be qualified to play for a County, having

previously qualified for and played for that County for three seasons, and not having subsequently played for any other County.

3. No man shall play for more than one County during the same season.

4. A man who is duly qualified and plays for a County in a certain season, may continue to play for that County during the remainder of that season, even though he loses his other qualifications.

5. Should any question arise as to qualifications, the same shall be left to the decision of the Rugby Union Committee.

RULES AS TO PROFESSIONALISM.

Adopted at Rugby Union Meeting, October, 1886, and amended at subsequent Meetings.

1. Professionalism is illegal.

2. A Professional is—

(a) Any player who shall receive from his Club, or any Member of it, any money consideration whatever, actual or prospective, for services rendered to the Club of which he is a Member.

NOTE.—This sub-section is to include any money consideration paid or given to any playing Member, whether as Secretary, Treasurer, or other officer of the Club, or for work or labour of any sort done on or about the ground, or in connection with the Club's affairs.

(b) Any player who receives any compensation for loss of time from his Club or any Member of it. This clause shall not debar a Club from insuring its playing Members against accidents in a recognized Accidental Insurance Company.

(c) Any player trained at the Club's expense, or at the expense of any Member of the Club.

(d) Any player who receives from his Club, or any Member of it, any sum in excess of the amount actually disbursed by him on account of hotel and travelling expenses incurred in connection with the Club's affairs.

(e) Any player who transfers his services from one Club to another on the consideration of any contract, engagement, or promise on the part of a Club, or of any Member of that Club, to find him employment.

3. Whenever a player transfers his membership from one club to another, the Rugby Union Committee may, if they think fit to do so, call on such player for a full explanation of his reasons for his migration, and suspend such player pending a satisfactory explanation.

4. The Rugby Football Union Committee shall have the power of suspending for as long as they think fit—

(a) Any player whom they shall consider to be a professional; and

(b) Any Club which shall in their opinion have been proved to have played a professional after the 15th day of October, 1886.

5. The Rugby Football Union Committee shall have the power of suspending—

(a) Any Club which shall play a Match with a Club which has been suspended by them under Rule 3, or with any Club which has been formed out of the nucleus of any suspended Club; and

(b) Any Club which has employed any of its paid servants as Umpire, or employed any Umpire who has received any sum in excess of the amount actually disbursed by him on account of hotel or travelling expenses.

6. An inquiry in any suspected instance of a breach by any Club of any of these Rules may be instituted by the Rugby Football Union Committee—

(a) In their absolute discretion.

(b) At the request of any Club which may lodge a complaint.

In the event of an inquiry being instituted at the complaint of any Club, such Club shall forthwith deposit with the Hon. Sec. of the Rugby Football Union the sum of £10. On such deposit being made and a written statement of the facts relied upon sent to the Hon. Sec., an inquiry shall forthwith be instituted in such place, at such time, and in such manner as the Rugby Football Union Committee shall direct.

The Rugby Football Union Committee shall have absolute power to confiscate, return, or otherwise deal with the deposit as they shall think fit, having regard to the circumstances of the case.

7. On an inquiry the Rugby Football Union Committee shall

have the power to require the production of any books, documents, or evidence which they may deem necessary or desirable.

8. In the event of any Club declining or neglecting to submit to, or appear at, or co-operate in any inquiry, or to furnish such evidence as may be required, the Rugby Football Union Committee shall have power forthwith to suspend such Club during their discretion.

The Committee has decided, in accordance with powers given them by Law 6 *re* professionalism, which reads thus, "that an inquiry shall be instituted in such place, at such time, and in such manner as the Rugby Union Committee shall direct," to empower the County Committees to investigate any charge of professionalism or any offences under Laws 46 and 47 against either any Club or any member of any Club in the respective County Unions, and to empower them to adjudicate on any such cases coming before them, and to suspend the offending Club or player as in Rule 4 *re* professionalism.

That any suspended Club or player shall have the right of appeal to the Rugby Union Committee, and that the Committee shall have full power either to annul such suspension altogether or to enlarge, shorten, or otherwise vary the period of such suspension; that an appeal must be lodged with the Secretary of the Rugby Football Union within seven days of the meeting at which the sentence was passed.

That such appeal must be accompanied with a deposit of £50, and that the Rugby Football Union Committee shall have absolute power to confiscate, return, or otherwise deal with such deposit as they shall think fit.

That the County Committees must take shorthand notes of all proceedings in reference to any of these points, and must themselves pay all expenses incidental to such proceedings.

The Rugby Football Union Committee reserve to themselves the right at any time to adjudicate on any professional questions that may arise.

ADDENDA ADOPTED BY THE COMMITTEE (AS TO INSURANCE OF PLAYERS) TO RULES AS TO PROFESSIONALISM, PASSED AT THE GENERAL MEETING IN OCTOBER, 1886.

1. A Club may insure its Members against accidents in its Club Matches—

(a) In a recognized Accidental Insurance Company.

(b) In a fund specially set apart by the Club itself for that object.

2. In either case the maximum amount which may be paid to any player shall be 10s. (ten shillings) for each week-day during which he shall actually be prevented from playing or from earning wages. All payments must be made through the Secretary or Treasurer of the Club.

No payment shall be made to any player—

(a) For any day for which he receives wages, or

(b) For any day during the first seven days succeeding the day of the accident, if during such seven days he plays football.

3. No payment shall be made except on the certificate of a duly qualified medical practitioner that the player is incapacitated by his injuries from pursuing his ordinary employment.

4. Every Club shall on or before the 15th day of January, and the 15th day of May respectively in each year, send to the Hon. Sec. of the Rugby Football Union a detailed statement showing what payments have been made to players up to the 31st day of December and the 30th day of April preceding the said dates respectively ; and shall also, on or before the first-mentioned days, forward a properly audited account, showing all receipts and payments made during the period covered by such account, and if required all books and vouchers necessary for proving the accuracy thereof.

At the same time it shall be the duty of the Secretary or Treasurer of every Club to certify that—*(a)* All the payments set out were made on the certificate of a duly qualified medical man ; *(b)* no wages were earned by any recipients of such payments for any of the days for which such payments were made them ; *(c)* in cases where the man injured has received payments for any of the first seven days after his accident, he has not played football during such seven days.

ADDENDA AS TO TRANSFER OF MEMBERSHIP,
PASSED AT THE GENERAL MEETING IN
SEPTEMBER, 1891.

TRANSFER FROM CLUB IN SAME COUNTY.

1. Whenever a player transfers his membership from one Club to another in the same County, such transfer shall be legal if—

- (a) It be made with the sanction, previously obtained, of both Clubs concerned, provided that (1) notification of the sanction of both Clubs shall be at once given to the County Committee. (2) The County Committee may revise such sanction and refuse the transfer in their absolute discretion.

The County Committee shall not sanction any transfer, unless they are absolutely convinced of the *bonâ fide* character of the same. Overtures of any character made to a player to induce him to leave one Club for another may be considered sufficient cause for withholding the sanction of the County Committee.

- (b) In case the sanction of one Club be withheld the player in question, or the Club to which he proposes to transfer his membership, may apply to the County Committee, whose sanction shall render the transfer legal.

Any Club withholding its sanction to a transfer shall be required to show cause for its action.

- (c) In case of an unsanctioned transfer, the County Committee may (without inquiry) forbid the transferring player to join or play for the Club to which he proposes to transfer his membership, and in such case they shall at once hold an inquiry, when it shall be incumbent upon the player and Club to fully satisfy the Committee as to the *bonâ fide* character of the transfer. Failing a satisfactory explanation, the County Committee may either (1) decline to sanction the transfer; or (2) suspend the Club, or player, or both; or (3) declare the player a professional and suspend the Club.

TRANSFER FROM CLUB IN ANOTHER COUNTY.

2. Whenever a player transfers his membership from a Club in one County to a Club in another County, such transfer shall be legal if—

- (a) It be made with the sanction, previously obtained, of the Committees of both Counties concerned, provided that the Rugby Union Committee may revise such sanction and refuse the transfer in their absolute discretion.
- (b) In case the sanction of one County Committee be withheld the player in question, or the Club to which he proposes to transfer his membership, or the Committee of the County of such Club may apply to the Rugby Union Committee, whose sanction shall render the transfer legal.
- (c) In case of an unsanctioned transfer, either County Committee may (without inquiry) forbid the transferring player to join or play for the Club to which he proposes to transfer his membership, and in such case the joint Committees of both Counties shall at once hold an inquiry, when it shall be incumbent upon the player and Club to satisfy the Committees as to the *bonâ fide* character of the transfer. Failing a satisfactory explanation the County Committees may either (1) decline to sanction the transfer; or (2) suspend the Club, or player, or both; or (3) declare the player a professional and suspend the Club.

TRANSFER FROM CLUB IN ANOTHER UNION.

3. Whenever a player transfers his membership from a Club in another Football Union to a Club in the Rugby Union, he shall, if called upon by the Rugby Union or the County Committee, explain such transfer and obtain their sanction.

RIGHT OF APPEAL.

4. Any player or Club shall have the right of appeal to the Rugby Union Committee. Such appeal must be accompanied with a deposit of £10, and the Rugby Union Committee shall have absolute power to confiscate, return or otherwise deal with such deposit as they shall think fit.

5. The Rugby Union Committee reserve to themselves the right to adjudicate on any question that may arise in connection with these regulations.

REGULATIONS FOR DECIDING THE COUNTY CHAMPIONSHIP.

Adopted at Annual General Meeting October, 1890.

1. Division of groups.

(a) North Western, comprising Lancashire, Cheshire, Cumberland, and Westmoreland.

(b) North Eastern, comprising Yorkshire, Durham, and Northumberland.

(c) South Eastern, comprising Middlesex, Kent, Surrey, and Sussex.

(d) South Western, comprising Somerset, Devonshire, Gloucestershire, and Midland Counties.

2. The group winners shall be ascertained by means of preliminary contests between the respective Counties in the several groups.

3. Such preliminary contests shall be concluded not later than the 22nd of December in each season; and the Rugby Union Committee shall declare the winners in the several groups not later than 31st December.

4. The winner of each group shall play one match during the season with the winners of the other groups. If any match shall have taken place previously to the conclusion of the preliminary contests, this match shall be considered as satisfying the conditions of this clause.

5. The Championship shall be decided from wins and drawn games—two points for a win and one for a drawn game. The same plan shall be followed in deciding the group winners.

6. The County scoring the greater number of points in the contest between the group winners shall be declared the Champion County. In the event of two or more Counties being equal, the Rugby Union Committee may decide the winner or order another match or matches to be played.

7. The grouping of the Counties shall not be altered save at a General Meeting of the Rugby Union.

8. The Rugby Union Committee may arrange a match with the Champion County at their discretion. Such match shall be the Champion County v. Rest of England, and the net proceeds of the match shall be devoted to the Medical Charities of the Champion County.

9. Should any questions arise, not settled by the above regulations, the same shall be decided by the Rugby Union Committee.

ASSOCIATION FOOTBALL.



C. W. ALCOCK.

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ASSOCIATION FOOTBALL.



CHAPTER I.

THE FORMATION OF THE ASSOCIATION.

ANY treatise on latter-day football would be incomplete without a sketch of the events which led to the formation of the Football Association. The modern revival of football, indeed, practically dates from the inception of that organization, the largest of the many societies which now direct the forces of football. The institution of the Association, as a matter of fact, marked the first attempt to bring the many different sects into which football players were then divided under the control of one central body. Thirty years ago there was little or no football outside the public schools. In some of them it still lingered, the survival, in a modified form of course, of the rough and semi-barbarous sport of the last century. Even in the majority of these, though, it only occupied a comparatively inferior position, regarded merely as a part of the curriculum of physical training. An occasional visit of a team of Old Boys would arouse a little excitement, but only of a transient character, and with the arrival of spring the schoolboy's fancy would lightly turn to thought of other games. What was worse,

too, in many cases the schools had special codes of their own. Every one did what was right in his own eyes, and the consequence was a number of games widely different in character, and some of them so divergent as to present, according to outward appearance, no real basis of agreement.

It was to assimilate these conflicting elements, and to harmonize them under the influence of a common set of laws, that the Association first saw the light. At the outset, too, its success seemed to be well assured. At a meeting held at the Freemasons' Tavern on October 26, 1863, the Association was formally instituted by a resolution to the effect, "That the clubs represented at this meeting now form themselves into an Association, to be called 'The Football Association.'" The names of those who were present will show that there was then at least an honest desire on the part of all who were concerned to prepare a code of rules which would unite all football players under one common and reliable head. The N.N.'s of Kilburn were represented by Mr. Arthur Pember, who was subsequently elected the first President of the Association; Barnes, by Mr. E. C. Morley, who was for the first few years Hon. Secretary; the War Office Football Club sent Mr. E. Wawn; the Crusaders, Mr. H. T. Steward; the Forest club, Leytonstone, Mr. J. F. Alcock; the Crystal Palace club, Mr. F. Day. The Rugby clubs, too, were hardly in a minority, as the Blackheath, Kensington School, Surbiton, Blackheath Proprietary School, Percival House (Blackheath) clubs each sent a delegate. So far everything augured favourable for the formation of a body which would secure the adhesion of football players of every sect. The first election of officers, too, was conducted in a broad spirit. Mr. Arthur Pember, of the N.N.'s, who had taken a prominent part in

the organization, as well as in the successful conduct of the inaugural meeting, was, as already stated, appointed the first President. Mr. E. C. Morley, of the Barnes club, also well known on the Thames side as an amateur oarsman, another supporter of what I may term, for purposes of distinction, the dribbling game, had the distinction of being chosen the first Hon. Secretary; while the adherents of the Rugby game also had a share in the original management in the selection of Mr. G. Campbell, of the Blackheath club, to the post of Treasurer.

Constituted as the meeting was with a fair representation of both sides of football opinion, it is not to be wondered at that the initial stages of the movement for federation were marked by a certain amount of harmony. At that time Eton, Winchester, Westminster, Harrow, Rugby, and Charterhouse were recognized as the leading schools, and, with a view to amalgamate, if possible, their six codes into one uniform set of rules, the Hon. Secretary was instructed to procure the opinions of the different captains on the best means of adapting the various games to admit of a code that would be generally satisfactory. At the same time, as the result of a lengthy discussion, on November 10, it was resolved that the Hon. Secretary should draw up rules to be submitted to a subsequent meeting on the following lines:—

1. The length of the ground should not exceed 200 yards.
2. The width of the ground should not exceed 100 yards.
3. The goals should be defined by two upright posts, without any tape or bar across the top of them.
4. That a goal should be scored whenever the ball was kicked between the goal-posts or over the spaces between them.

5. That the goal-posts be 8 yards apart.
6. That the game be commenced by a place-kick from the centre of the ground.
7. The losing side should be entitled to the kick-off.
8. The goals should be changed after each goal is won.
9. That when the ball is out of bounds it should be kicked or thrown in straight by the person who should first touch it down.

The discussion of the proposed laws was a week later resumed, and it was resolved that in addition to the rules amended to be drawn up at the last meeting, the Hon. Secretary should draw up rules to be submitted to a subsequent meeting, to the effect that—

10. A player is "out of play" immediately he is in front of the ball, and must return behind the ball as soon as possible. If the ball is kicked by his own side past a player, he may not touch or kick it, or advance until one of the other side has first kicked it, or one of his own side on a level with or in front of him has been able to kick it.

11. In case the ball goes behind the goal-line. If the side to whom the goal belongs touches the ball down, one of that side to be entitled to a free kick from the goal-line opposite the place where the ball is touched down. If touched down by one of the opposite side, one of such side shall be entitled to a free kick (place or drop) from a point fifteen yards outside the goal-line opposite the place where the ball is touched down.

12. A player is to be entitled to run with the ball in his hands if he makes a fair catch, or catches the ball on the first bound.

13. A player may be hacked on the front of the leg below the knee while running with the ball.

14. Tripping shall not be allowed except when running with the ball.

15. A player may be held when running with the ball.

16. Hands shall not be used against an adversary except when he is running with the ball.

17. A fair catch is to be when the ball is caught coming directly off an adversary's foot or body. A catch from behind goal or out of touch is not a fair catch.

18. Any player is to be allowed to charge another, provided they are both in active play.

19. No one wearing projecting nails, iron plates, or gutta-percha on the soles or heels of his boots be allowed to play.

20. A player may pass the ball to another player if he makes a fair catch or takes the ball on the first bound.

21. A knock-on is from the hand only.

22. A *fair catch* is to entitle a player to a *free kick*, provided he makes a mark with his heel at once, and in order to take such kick, the player may go as far back as he pleases.

23. A goal is to be scored when the ball passes over the space between the goal-posts at whatever height, not being thrown, knocked on, or carried.

A glance at this experimental code will show, as I have already said, that there was, at the inception of the Association, an honest intention on both sides to secure, if possible, a fusion of the two games in the general interest of the game. The chief provisions of the rules in force at Rugby were inserted with a view to a probable compromise. The goal was that in use at Harrow, without any cross-bar; but there was a clause to admit of a free kick (place or drop) in the event of a touch-down by the attacking side, as well as one to allow a fair catch. Further than this,

running with the ball in the case of a fair catch or on the first bound was allowed, and even the worst features of the Rugby game, hacking and tripping when running with the ball, were duly provided for.

Looking back by the light of subsequent experience, it seems a pity that the spirit of mutual concession which marked the first stage of the negotiations between the fathers of the Association and Rugby games should not have been maintained until the conferences were brought to a satisfactory issue. It is difficult, though, at the same time, I am bound to confess, to see what compromise could have been effected which would have ensured an amalgamation of rules so utterly dissimilar in their main principles, with one difference at least which seemed likely to prove an obstacle to anything like a permanent settlement.

In the mean time, while the leaders of the two great sects into which football players were practically divided, were seeking, and earnestly, a basis for mutual agreement, representatives of the principal schools had met at Cambridge with a similar object, to arrange rules which should unite them all under one common head. Of the committee appointed to draw up these rules, the Rev. R. Burn, of Shrewsbury School, was the chairman. Eton was represented by Messrs. R. H. Blake-Humfrey and W. F. Trench; Rugby, by Messrs. W. R. Collyer and M. F. Martin; Harrow, by Messrs. J. F. Prior and H. R. Williams; Marlborough, by Mr. W. P. Crawley; and Westminster, by Mr. W. S. Wright. In these rules a player touching the ball down behind the opposite line was allowed a free kick twenty-five yards straight out from the goal-line. There was no mention, though, of running with the ball; and, though there was a stipulation allowing charging, holding, pushing with the hands, tripping up, and running were

strictly forbidden. It was, in reality, this Cambridge code which proved to be the rock on which the supporters of the two games split. Still, before this it had been growing more and more apparent that there was little or no possibility of a fusion of the two conflicting interests. It was not until the meeting of the Association, held on November 24, 1863, however, that the irreconcilables came to an actual rupture. A proposal, "That the rules of the Cambridge University embrace the true principles of the game with the greatest simplicity, and, therefore, that a committee be appointed to enter into communication with the committee of the University, to endeavour to induce them to modify some of the rules which appear to the Association to be too lax and liable to give rise to disputes," was declared to be carried in preference to an amendment proposed by Mr. Campbell on behalf of the Blackheath club, merely asserting that the Cambridge rules were "worthy of consideration." The rejection of this amendment was the first step in the ultimate severance of the two parties upholding respectively the dribbling and the running games. It was not, though, until a fortnight later that the formal withdrawal of the Blackheath club destroyed finally the last hope of a fusion of the rival interests.

Meanwhile, at a meeting held on December 1, an objection was lodged by the representative of the Blackheath to the confirmation of the previous minutes, on the ground that the chairman had taken the votes in favour of the amendment above referred to, and not those against it, so that the record of the meeting was not correct. The minutes, though, were confirmed, with the reservation in the shape of a formal protest from the Blackheath division.

The question of "hacking" was the rock on which the two parties struck. A proposition that the committee do

insist on hacking in their communication with Cambridge had been carried by a bare majority of one vote, only to be reversed in a subsequent conference.

The discussion at this same meeting of December 1, 1863, furnishes such strange reading by the light of public opinion at the present time, that it will be of interest to recapitulate some of the arguments that were adduced on the subject of hacking, *pro* and *con*. The rules which practically caused the disruption between the two sections were as follows :—

“9. A player shall be entitled to run with the ball towards his adversaries’ goal if he makes a fair catch, or catches the ball on the first bound ; but in the case of a fair catch, if he makes his mark, he shall not then run.

“10. If any player shall run with the ball towards his adversaries’ goal, any player on the opposite side shall be at liberty to charge, hold, trip, or hack him, or wrest the ball from him ; but no player shall be held and hacked at the same time.”

Here was, in fact, the cause of the whole disagreement. The Sheffield club, the earliest organization as far as I can find for the development of football, had just given in its adhesion to the Association, at the same time, in offering its opinion on the new code, expressing its disapproval of the rules just given, especially of the second, which it declared to be more suggestive of wrestling. The actual opposition, though, was led by Mr. J. F. Alcock, captain of the Forest Football Club, which was formed in 1859, and was practically the first football combination in London on anything like a proper basis. Mr. E. C. Morley, of the Barnes club, the Hon. Secretary of the Association, however, opened the attack with the objection, that though he was of opinion that hacking was more dreadful in name and on paper than in reality, if it were introduced no one who had arrived at

years of discretion would play the game, and that, in consequence, it would be entirely relinquished to schoolboys.

Mr. Campbell's counterblast in favour of hacking was not lacking in force, and it may be interesting to reproduce his arguments verbatim.

"Hacking," he said, "was the true football game, and if you looked into the Winchester records you would find that in former years men were so wounded, that two of them were actually carried off the field, and they allowed two others to occupy their places and finish the game. Lately, however, the game had become more civilized than that state of things, which certainly was to a certain extent brutal. As to not liking hacking as at present carried on, he thought they had no business to draw up such a rule at Cambridge, and that it savoured far more of the feelings of those who liked their pipes and grog or schnaps more than the manly game of football. He was of opinion that the reason why they objected to hacking was because too many of the members of the clubs began late in life, and were too old for that spirit of the game which is so fully entered into at the public schools and by public schoolmen in after-life. If you did away with hacking, he foretold that all the courage and pluck of the game would be done away with; and he finally created great amusement by suggesting that he would bring over a lot of Frenchmen, who would beat the exponents of the proposed code with a week's practice."

Mr. Campbell's realistic feature of the delights of hacking, however, did not seem to have any appreciable effect; and, indeed, the rule providing a penalty for its practice was carried by thirteen to four.

Intimation had meanwhile been given by those representing the non-contents that, in the event of the rejection of the principle of hacking, the Blackheath party would be

compelled to secede, and the formal notification of the withdrawal of the Blackheath club was duly made at the following meeting, held at the Freemasons' Tavern on December 8, 1863. The new code adopted on that occasion, while admitting for a try at goal, had disallowed running with the ball and passing, as well as tripping and hacking. The first of these was, of course, the *raison d'être* of the Rugby game, and the abolition of running would have meant such a radical alteration in the constitution of football, that it can hardly be a surprise to find those who had been educated in the mysteries of that particular kind of game opposed to a sweeping reform, which would have reduced them to the necessity of unlearning the lessons of their boyhood, and schooling themselves in a, to a great extent, different game. The withdrawal of the Blackheath club from the Football Association, December 8, 1863, destroyed the last remaining hope of an assimilation of existing differences. Since that time football players have been divided into two great camps, the one favouring the Association, the other the Rugby game, wide as the poles asunder, though at the same time perfectly friendly rivals.

The code of December 8, 1863, the first issued by the Football Association, will be interesting as indicative of the comparatively slight changes that have been made in the Association game since it first became popular thirty years ago.

1. The maximum length of the ground shall be 200 yards; the maximum breadth shall be 100 yards; the length and breadth shall be marked off with flags; and the goal shall be defined by two upright posts, 8 yards apart, without any tape or bar across them.

2. A toss for goals shall take place, and the game shall be commenced by a place-kick from the centre of the

ground by the side losing the toss. The other side shall not approach within ten yards of the ball until it is kicked off.

3. After a goal is won, the losing side shall be entitled to kick off, and the two sides shall change goals after each goal is won.

4. A goal shall be won when the ball passes between the goal-posts or over the space between the goal-posts (at whatever height), not being thrown, knocked on, or carried.

5. When the ball is in touch, the first player who touches it shall throw it from the point on the boundary line where it left the ground in a direction at right angles with the boundary line, and the ball shall not be in play until it has touched the ground.

6. When a player has kicked the ball, any one of the same side who is nearer to the opponent's goal-line is out of play, and may not touch the ball himself, nor in any way whatsoever prevent any other player from doing so until he is in play; but no player is out of play when the ball is kicked off from behind the goal-line.

7. In case the ball goes behind the goal-line, if a player on the side to whom the goal belongs first touches the ball, one of his side shall be entitled to a free kick from the goal-line at the point opposite the place where the ball shall be touched. If a player of the opposite side first touches the ball, one of his side shall be entitled to a free kick at the goal, only from a point fifteen yards outside the goal-line, opposite the place where the ball is touched, the opposing side standing within the goal-line until he has had his kick.

8. If a player makes a fair catch, he shall be entitled to a free kick, providing he claims it by making a mark with his heel at once; and in order to take such kick he may go as far back as he pleases, and no player on the

opposite side shall advance beyond his mark until he has kicked.

9. No player shall run with the ball.

10. Neither tripping nor hacking shall be allowed, and no player shall use his hands to hold or push his adversary.

11. A player shall not be allowed to throw the ball or pass it to another with his hands.

12. No player shall be allowed to take the ball from the ground with his hands under any pretence whatever while it is in play.

13. No player shall be allowed to wear projecting nails, iron plates, or gutta-percha on the soles or heels of his boots.

DEFINITION OF TERMS.

A PLACE KICK is a kick at the ball while it is on the ground, in any position which the kicker may choose to place it.

A FREE KICK is the privilege of kicking the ball, without obstruction, in such manner as the kicker may think fit.

A FAIR CATCH is when the ball is caught, after it has touched the person of an adversary, or has been kicked or knocked on by an adversary, and before it has touched the ground or one of the side catching it; but if the ball is kicked behind the goal-line, a fair catch cannot be made.

HACKING is kicking an adversary.

TRIPPING is throwing an adversary by the use of the legs.

HOLDING includes the obstruction of a player by the hand or any part of the arm below the elbow.

TOUCH is that part of the field, on either side of the ground, which is beyond the line of flags.

CHAPTER II.

THE GROWTH OF THE ASSOCIATION GAME.

As has been pointed out in the previous chapter, the formation of the Association as an independent body, with a code of its own, practically dates from December 8, 1863. The withdrawal of the Blackheath club meant the withdrawal of all the clubs favouring Rugby rules, and their secession left the management of the Association in the hands of those who had advocated the adoption of the dribbling game. Mr. Campbell had consented to retain the post of Treasurer until the next annual meeting; and his retirement destroyed the last link of union between the followers of the two great schools of football. As a consequence it was not long before the few vestiges of the Rugby game, which had been incorporated in the first code, framed by the executive of the Association, were removed. At the very next general meeting, held in February, 1866, the try at goal was displaced. The touch-down, though, was still retained for a time, and in the event of no goals being scored, or an equal number obtained by each side, a match could be decided by a majority of touch-downs. At the same time, with a view apparently to secure the co-operation of Westminster and Charterhouse, the strict off-side rule which had been in force was modified to ensure uniformity in this essential principle of the game. The adoption of the rule which had prevailed at these two schools, which kept a player on side as long as there were three of the opposite side between him and the enemy's goal, removed, in fact, the one remaining bar to the establishment of one universal code

for Association players in the south at least. In the north, Sheffield maintained a code of its own, and some years elapsed before the Sheffield Association gave up its own rules, and thereby gave the parent Association undivided and undisputed control as the legislators of the game.

Meanwhile, in the early part of 1866, a suggestion had been received from the Hon. Secretary of the Sheffield club, that a match should be played between London and Sheffield. The challenge, it is hardly necessary to add, was duly accepted, and the match, the first of any importance under the auspices of the Football Association, took place in Battersea Park in the spring of 1866. The Wanderers, practically a continuation of the Forest Football Club, which changed its name in 1863, after four years of unbroken success; Barnes, Crystal Palace, and N.N.'s were then the backbone of the Association game in the neighbourhood of London. These four clubs, indeed, between them furnished the eleven which represented London. As the names may be of interest, the Wanderers supplied four—C. W. Alcock, R. D. Elphinstone, Quintin Hogg, and J. A. Boyson; Barnes three—J. K. Barnes, R. G. Graham, and R. W. Willis; the N.N.'s the same number in A. J. Baker, A. Pember, and C. M. Tebbut; while the eleventh place, and that one the most important, the responsible position of goal-keeper, was filled by a member of the Crystal Palace club, Alec Morten, who for some years, veteran though he was, had no superior between the posts.

Mr. E. C. Morley, the first Hon. Secretary, in the interim had been replaced by another member of the Barnes club, in Mr. R. W. Willis, who in turn gave way to still a third representative of Barnes in the person of Mr. R. G. Graham.

The success which had attended the meeting between London and Sheffield had contributed in no small measure to increase the popularity of the Association game in London, and the effects were visible in a considerable addition to the number of clubs which declared allegiance to the Association.

The winter of 1867, too, saw another step in the development of the game—the institution of County matches. Middlesex at the time possessed a large proportion of the principal players within the Metropolitan area, and Middlesex was considered strong enough of itself to meet a combination of Surrey and Kent. It was a clever handicap, too; for the match, which took place on November 2, 1867, in Battersea Park, instead of Beaufort House, the use of which had been promised for the purpose, and, for some unaccountable reason or other, withdrawn at the last moment, ended, after a most stubbornly contested game, in a draw without goals to either side. A few months later, Surrey and Kent met at the West London Running Grounds, Brompton, a match which was the forerunner of the Inter-County contests which have been continued with increasing success down to the present date.

Even at this time the sphere of the Association was very limited. On January 1, 1868, only twenty-eight clubs owned its jurisdiction. These were the Amateur Athletic, Barnes, Bramham College (Yorkshire), Charterhouse School, Civil Service, C. C. C. (Clapham), Cowley School (Oxford), Crystal Palace, Donington Grammar School (Lincolnshire), Forest School (Walthamstow), Holt (Wilts), Hull College, Hitchin, Kensington School, Leamington College, London Scottish Rifles, London Athletic, Milford College (South Wales), N. N.'s (Kilburn), Royal Engineers (Chatham), Reigate, Sheffield, Totteridge Park (Herts), Upton Park,

Wanderers, Westminster School, West Brompton College, and Worlabye House (Roehampton).

The wants, too, of the Association were evidently of the smallest, as at the general meeting held on February 26, 1868, it was deemed expedient to institute an annual subscription of five shillings, and a record on the minutes of that same meeting is not without significance, containing as it does the announcement that there were no funds in hand; and no balance-sheet was read.

Still, by this time the Association had become firmly established, and by the spring of 1870 it was already commencing to develop its resources. The month of February in that year had seen the retirement of Mr. R. G. Graham from the position of Hon. Secretary, and the election of Mr. C. W. Alcock in his stead—the last change in the holder of the office up to the present time. It was just about this period, too, that the Sheffield Association decided to assimilate its rules to those of the parent society—the only step required to realize the long-expected hope of one code of rules acknowledged by Association players throughout the kingdom. In the first half of the seventies, indeed, the Association was making history in bounds.

Another important event in the annals of the Association was foreshadowed during the summer of 1871. At a meeting of the committee, held on July 20, in that year, it was resolved, "That it is desirable that a Challenge Cup should be established in connection with the Association, for which all clubs should be invited to compete." The idea was received with general favour; and at a subsequent meeting, held on October 16, 1871, attended by, in addition to the committee, representatives of the Royal Engineers, Barnes, Wanderers, Harrow Chequers, Clapham Rovers, Hampstead Heathens, Civil Service, Crystal Palace, Upton.

Park, Windsor House Park, and Lausanne clubs, the resolution was carried, "That a Challenge Cup be established, open to all clubs belonging to the Football Association." Owing to the fact that most of the fixture cards had been completed for the season, the northern clubs were conspicuous by their absence. Sixteen clubs in all had entered, and of these only two—Queen's Park Club, Glasgow, and Donington Grammar School—came from the north of Hertfordshire. Hitchin, the Royal Engineers, Reigate Priory, Maidenhead, and Great Marlow were all outside the Metropolitan radius; but the other eight—the Wanderers, Harrow Chequers, Barnes, Civil Service, Crystal Palace, Upton Park, the Clapham Rovers, and Hampstead Heathens—were all within easy reach of the City, and all came fairly under the category of London clubs.

The insertion in the first rule of a clause, giving the committee the power to exempt provincial clubs from the early tie drawings, enabled the Queen's Park club to come up fresh to London as one of the four competitors in the fourth round. Their opponents were the Wanderers, and the match, the first of a really International character under the Association rules, which was played at Kennington Oval, ended in a draw. Unfortunately, they were unable to stay in London to replay the game; and the Wanderers, who thus qualified for the final, were successful in winning the trophy for the first time, after a stiff contest with the Royal Engineers, by one goal to none, though they had all the best of the play.

I specially stated that the meeting between the Wanderers and Queen's Park was the first which could be called a *bonâ fide* International match for a particular reason. For some time past there had been contests bearing the title of England *v.* Scotland in London, but, as a matter of fact, the

eleven which represented Scotland was, in a great measure, composed of players merely of Scotch extraction, and in some cases, perhaps, of even less substantial qualifications. The successful show made by the Queen's Park club against the Wanderers in the competition for the Football Association Cup was, beyond a doubt mainly responsible for the institution of an International match between England and Scotland on a strict basis. The very suggestion of such a contest under Association rules was quite enough to rouse the ire of the Rugby players north of the Tweed. At the time, indeed, the Rugby game was paramount in Scotland. All the principal clubs played according to Rugby rules, and, in fact, the Queen's Park eleven was the only combination, I think I am right in saying, in the country which had adopted the Association game. The captains of the Scotch Rugby clubs were determined, too, not to have their rights usurped without at least a protest. A letter, signed by representatives of the leading clubs in Glasgow and Edinburgh, appeared in the *Scotsman* newspaper, pointing out the absurdity of Scotland taking part in an International match under rules which were not in favour with the bulk of Scottish football players. There was, of course, a good deal of sense in the objection; but, as was only to be expected, it did not have any effect in checking the advance of the Association game. On the contrary, the opposition only gave a new zest to the efforts of the promoters of the movement, and the preliminaries were not only ratified, but the match duly decided at Glasgow on November 30, 1872.

The game, which was played on the ground of the West of Scotland Cricket Club in Glasgow, proved to be singularly well contested, and, in fact, the two elevens were so very evenly weighted, that at the end of an hour and a half neither had been able to secure a goal. The Football

Association could hardly have had a better advertisement, and the enterprise of those who had been mainly responsible for the ratification of the match was fully rewarded by the great impetus it gave to the diffusion of Association rules throughout the west of Scotland. A return match was brought off at the end of the same season at Kennington Oval, when England won by four goals to one. Since that time only one fixture has been made for each winter, with a great advantage to Scotland, who, until the last few years, had an almost uninterrupted sequence of victories.

The satisfactory completion of this first International match marked a new era in Association football, and the effects were, as was only to be expected, far-reaching. In Scotland the Rugby game soon found itself faced by a formidable rival. New clubs were formed in all parts, with every sign of vitality. On every available open space youngsters found amusement in urging the flying ball, so that there was a constant accession of likely players to disseminate the game all over the country. The development of the Association game in Scotland was indeed extraordinary; and in the course of a few years the enthusiasm of the Queen's Park club had worked such a wonderful effect, that the Rugby element, which had for so long enjoyed a monopoly of Scotch football, was already in a minority.

By this time the future of the Association game was well assured. The fusion of the Sheffield Association rules with those of the parent body removed the last remaining obstacle in the way of a universal code for players of that way of thinking. Since then, though the constitution of the Association has undergone several, and most of them important, changes, the game itself remains very much the game it was, with only some very slight modifications, with

the object of repressing the excess of zeal which has been, perhaps, the rational outcome of the growth of the game and of the keen competition which has followed the rapid development of football during the last few years. The changes in the constitution of the Association, and the chief events which have marked the devolution of Association football, will form material for a special chapter.

CHAPTER III.

THE PROGRESS OF THE ASSOCIATION.

THE withdrawal of the party which affected the Rugby game, following so closely as it did on the well-meant attempt of those who were chiefly responsible for the foundation of the Football Association to devise a code which should be acceptable to both parties, naturally retarded the advance of the Association. For some time the policy of those who guided its destinies in its infancy was mainly of a passive kind. The first object was to conciliate the different schools which had shown themselves averse to the adoption of Rugby rules. It was not an easy task to incorporate the many different varieties of the dribbling game then in vogue in one comprehensive scheme. The work was necessarily slow, and for several years the history of the Association was singularly uneventful. By degrees, though, the process of absorption took effect; and as year by year the influence of the Association extended, there was a corresponding willingness among those who had before adhered to their own particular variation of the game to recognize the importance, if not the necessity, of a uniform set of rules.

Prominent among those who helped to consolidate the Association in its early days, and to establish it on a permanent basis, may be mentioned three keen football players—Messrs. Arthur Pember, the captain of the N.N.'s; E. C. Morley, the ruling spirit of the Barnes club; and J. Forster Alcock, captain of the Forest club, Leytonstone. It was in a great measure, indeed, to the indefatigable efforts of these three gentlemen at the outset of its career that the Association was able to surmount the numerous difficulties which interfered for a time with its advancement. The requirements of more important work soon compelled Mr. Morley to give up the position of Hon. Secretary, to which he had been elected at the inaugural meeting, in favour of Mr. R. W. Willis, as previously stated. The former, though, continued to do good work as one of the committee, and, on the retirement of Mr. Pember, he was unanimously elected to fill the highest office, that of President. At that time the committee only consisted of four members, and in the early part of 1867 the affairs of the Association were managed by a directorate of six, composed of the President; the Hon. Secretary and Treasurer, a dual office; and the committee, consisting of Messrs. C. W. Alcock, of the Wanderers; W. J. Cutbill, of the Crystal Palace; W. Chesterman, of Sheffield; and R. W. Willis, of Barnes, who had just before given up the post of Hon. Secretary.

The earliest revision of the rules saw the abolition of the free kick, and though a provision was at first inserted allowing a player to *stop* the ball with his hands, it was soon afterwards removed, as was, indeed, everything that could by any chance be considered to savour of the Rugby game. An attempt by the Sheffield club to introduce rouges, after the fashion of the Eton field game, met with no favour;

and a modification of the strict off-side rule so as to make any one on side provided the goal-keeper alone was between them and the opposite goal, also proposed by Sheffield, was equally unsuccessful. Though the proposition of the Sheffield club just mentioned, which practically did away with on side altogether, was not in sympathy with the feelings of the majority of the clubs which at that time constituted the Football Association, it none the less for a long time retained its popularity with those who were responsible for the management of the Sheffield Association. For nearly ten winters, indeed, it formed perhaps the only important point of divergence between the rules of the parent society and the oldest, as well as the most loyal, of its affiliated Associations. The matches between London and Sheffield were originally played twice during the season, in London and Sheffield, according to the respective rules in force in each district. Subsequently, though, the fixtures became so popular, that it was deemed advisable to add still a third contest of a mixed character, in one half of which London rules—*i.e.* those of the Football Association—governed the play, and the other conducted in accordance with the code of the Sheffield Association. Such an anomalous and unsatisfactory arrangement one would have thought could only have been of brief duration. Still, the Sheffield players were not easily persuaded to yield the few points in which their game differed from that of the central and administrative body of Association football. It was not, in fact, till the year 1876 that the rules of the Sheffield Association were brought into complete agreement with those of the original foundation, and the last obstacle in the way of a universal code for the regulation of Association players was removed.

It must not be assumed, though, that the committee of

the Football Association were directly or indirectly responsible, as might perhaps be inferred from my remarks, for the arrangement or control of these early matches between London and Sheffield. They had systematically declined to recognize any modification of the rules. An offer of the Sheffield Association for a home and home match was, indeed, refused solely for this reason ; and a challenge from the Cambridge University Association Football Club, to play a match under the rules of that Association, was also declined. On similar ground, overtures had also been made in 1871, on behalf of the South Derbyshire Association, for a conference of the two bodies with a view to amalgamation ; but this proposition met with the same lack of encouragement. Until the fusion of the Sheffield Association with the parent society, the selection and management of the London team was wholly and solely in private hands, and the fixtures had in no way the official impress of the Football Association.

Meanwhile, the establishment of a Challenge Cup, open to all clubs belonging to the Association, had, as already stated, given a great stimulus to the game. Instituted in 1871, through the initiative mainly of a few of the more influential of the Metropolitan clubs, it was not long before the Cup took a much wider scope. In the first code of rules the holders were only required to take part in the final match ; but this provision was only in force for one year, and, subsequently, the club winning the Cup had to fight its way through the competition the same as the other entrants, until quite recently, when a qualifying competition was instituted to weed out the smaller clubs.

Though the introduction of Association football into Lancashire about the same period as the establishment of the Cup, the first of an innumerable succession of trophies

of a similar kind, was a mere coincidence and in no way connected, it is curious, considering the conspicuous part Lancashire clubs have played in the competition of late years, that their origin should have been coeval.

The paternity of the Association game, so far as my information goes, may be claimed by Mr. J. C. Kay, an old Harrovian, who has latterly made himself a reputation in another branch of sport, as a lawn tennis player of no small ability, as well as manager of perhaps the best organized lawn tennis meeting in the kingdom—that which takes place annually on the ground of the Liverpool Cricket Club. Educated at Harrow, it was only natural that the primitive game in use in Lancashire should have been based very much on the eccentric admixture of different codes to which young Harrow had been used for generation after generation. The introduction of the Association game into Lancashire was, in fact, in a very great measure the work of an old Harrovian, as, some twenty years before, the initiation of the movement which practically led to the revival of football on a proper basis was to a considerable extent the work of a few keen athletes who had graduated at the School on the Hill. East Lancashire has, too, the credit of fostering the game in its infancy, as well as of assisting in the marvellous development which has resulted in making Lancashire one of the most powerful influences in Association football. Bolton, I believe, was the first place which took at all kindly to the new sport, and, under Mr. Kay's watchful eye, the Harrow game, or perhaps as near a reproduction as could be devised to suit local requirements, for a time supplied all the wants of the lads who were undergoing their novitiate in football. Practice took place in the evenings, and, in fact, the game was of a very primitive kind, followed after the hard work of the day had been com-

pleted. It was not long, though, before an attempt was made to evolve something like system out of the rough efforts of these pioneers of Lancashire football. The first result of this organization, I have reason to believe, was the Bolton Wanderers club, which has outlived the many, and some of them excellent, changes through which football has gone during the last quarter of a century, and still remains a power in the land; in fact, one of the most influential combinations of the same kind in the north of England.

But to return to the Cup, which has had such a material effect on the development of the Association. There has been, and still is, a large section, even of the best friends and supporters of football, who take exception to Cup competitions. Their objection of course is, not to the Cup itself, but to its surroundings, or rather to its accompaniments, or to what they are used to call its incidental evils. The good folk who hold these opinions have, it must be admitted, a certain amount of reason to support their arguments. But their policy is at the best one of ultramarine, the bluest of the blue, the policy of Conservatism of the most pronounced type.

Their contention is, in the main, that Cup competitions give rise to an excessive rivalry. According to their notions the stimulus they give is not conducive to the real interests of the game. On the contrary, the desire to secure possession of, or even to gain a prominent place in the struggle for, the Cup, they impute, introduces an unhealthy feeling, which not only tempts the clubs to make the well-being of the game subservient to their own particular interests, but tends to lower the general standard of morality among those who compete. There could hardly be a more sweeping indictment, and were there any real justifi-

cation, public opinion, one would have thought, would have asserted itself in unmistakable terms in disapproval. The evils which are supposed to follow in the train of Cup competitions, according to those who view them with disfavour, had they been actual, would indeed have long since produced the abolition instead of the increase of Cups all over the kingdom. As a matter of fact, though, the dangers of which these good people prate are more visionary than real; at least, they have not as yet assumed a tangible shape. The opponents of this class of football call to mind Hamlet's familiar expression, "The lady doth protest too much, methinks."

That Cups give rise to more than ordinary interest is a practical truth of which those who assisted in the institution of the original trophy have had abundant and increasing evidence year after year. It is only the excessive multiplication of Cups which seems to have produced any general feeling of dissatisfaction. The fear of inordinate betting, which it was predicted would inevitably follow the establishment of such competitions, has, as far as a lengthy and intimate knowledge of the working of one of the most important of them gives any weight, not by any means been realized. Nor has there been shown to have been any reason for the assumption that participation in a Cup competition would tend *ipso facto* to deaden the sensibilities or susceptibilities of either the managers of clubs or the players. So far at least as the experience of nearly twenty years goes, the trial of the Football Association Cup has been a complete refutation of the arguments of those who were opposed to its inception from the reasons referred to. The disadvantages have been few; the advantages, on the other hand, many and undeniable. No one, of course, will deny that, were the supervision lax, the outcome of the keen rivalry engender-

dered would be abuses of the kind indicated by those who cannot see any good in developing the game by such means.

Whatever, however, may be urged to their disadvantage, the fact remains beyond dispute that where Cup competitions have been introduced football has not only increased in popularity, but new clubs have sprung up and, as a natural consequence, players have multiplied. The extraordinary development of the Association game during the last fifteen years is beyond all doubt attributable in a very great measure to the influence of *the Cup*. It is something more than a coincidence, too, that the Rugby game is nowhere more popular than in Yorkshire, one of the few districts where Rugby rules are predominant in which a Cup competition has been carried on with any energy.

Whether after a time Cups do not outlive the good they originally did, is a point outside the scope of the general argument that they have a material effect in encouraging the game, and stimulating the players when encouragement and stimulant are needed. If you seek the measure of the good the Football Association Cup has done to disseminate as well as to consolidate the game, you have only to look around. Nor, as far as one can see, is there the smallest evidence to show that either those who play or the public which support football are suffering from a surfeit in this particular direction. On the contrary, where such competitions have been conducted on proper lines there has been no diminution of interest, and indeed the older trophies, though insignificant by comparison with those of recent date, both in value and appearance, still hold their own with the best of those of later growth. The development of the game in Hampshire, and still more recently in Kent, would not have been so rapid, or have attained such proportions so quickly, had it not been for the spirit of rivalry engendered by the

judicious introduction of a spirit of competition, which not only gave a stimulus to the clubs already formed in populous towns like Chatham and Woolwich, but also emboldened the more ardent spirits in the outlying districts to form aggregations of players not unfrequently scattered over a wide area who would probably have had no chance of consolidation, unless by very slow process, but for the extraneous influences which necessitated the adoption of a system of combination, the outcome of the same spirit of rivalry which has made Inter-County or International matches the keenest of all contests.

I have gone into the subject of Cup competitions and their effects on the game at some length, because it must be conceded that for good or evil they have played an important part in the history of Association football. Nor will any one, I fancy, be bold enough to dispute that the institution of the parent Cup in 1863 was practically the initiation of a new policy which had very important bearings on the future of the game.

A record of Association football without some attempt to revive the memories of those who worked so hard to assure the early success of the Football Association Cup, and thereby to lay the foundation of the prosperity of the Association, would be utterly incomplete. The events which led to the inception of the trophy have been already referred to, the names of the clubs to whom its institution was practically due have been given. At that time the Wanderers monopolized the cream of the public school and University players. For some years to have graduated at one of the leading schools or at one of the two great Universities was an essential qualification for membership, though the rules were subsequently relaxed so as to admit of the introduction of a limited number of outsiders.

In the earlier days of the Cup the Wanderers were really the most influential body in Association football, and their record was one of exceptional brilliance. In the first seven years after the Cup was constituted it was won by the Wanderers five times; and though they won it outright by three successive victories in 1876, 1877, and 1878, they returned it to the Association, which thereupon framed a rule enacting that it shall never become the permanent property of any team.

The gradual enrolment of clubs composed exclusively of old public school boys struck at the very roots of the Wanderers' constitution; and, though it still continues in name, it ceased to be a power, and, indeed, was practically disbanded some years ago. Since its disappearance, though the Old Etonians, Clapham Rovers, and Carthusians have each had the distinction of holding it, latterly the possession of the Cup has been in the hands of northern teams mainly composed of professional players. The Blackburn Rovers, emulating the achievement of the Wanderers, won it three times in succession (in 1884, 1885, and 1886); and that club has it at the present time in its keeping, having secured it for the fourth time in March, 1890.

CHAPTER IV.

THE FOOTBALL OF TO-DAY.

THOUGH the requirements necessary to attain excellence on the football field are in the main precisely the same to-day as they were twenty years ago, the whole character of the game is as different as the old style of the Rugby game,

with its heavy forwards and its wearisome scrummages, is to the new order, with its rapid changes, its lighter and faster forwards, its looser scrummages, and the recent development of passing among the backs, which has added so much to the popularity of Rugby rules during the last few years. Pluck, energy, weight, and quickness of decision are quite as valuable attributes for the football player as they ever were. The evolution of football, though, has necessitated not only a revision of the general system of play, but an entire rearrangement of the whole principle of the game—a complete alteration in the distribution of the players, as well as in the composition of the eleven. In the old times there were infinitely more opportunities for the exhibition of individual skill, and in some respects perhaps an Association match of ten years ago was more interesting to watch for that particular reason. A skilful dribbler was then by no means a rarity; on the contrary, to dribble well was one of the chief ends of a forward's football education. It was necessary, of course, to be a good shot at goal, and these two qualities were essential to the attainment of any great degree of excellence as a forward in the sixties, and, in fact, until well into the seventies.

The arrangement of an eleven in those times was directed rather to strengthen the attack than to procure a stout defence. The tendency was certainly to favour the forwards rather than to encourage the backs. The formation of a team as a rule, indeed, was to provide for seven forwards, and only four players to constitute the three lines of defence. The last line was, of course, the goal-keeper, and in front of him was only one full back, who had again before him but two half-backs, to check the rushes of the opposite forwards. Under the old style of play this formation was not so dangerous as it might appear to any

one of the modern school of football. Dribbling had been chiefly encouraged at the schools, from which the Association game really sprang, and it remained for a long time one of the chief features of an Association match. There was some little attempt at passing, of course, but a good dribbler stuck to the ball as long as he could, especially if he saw a reasonably good chance of outrunning the three backs, who formed the only obstacles he had to overcome. Long runs were frequent, and as a consequence individual skill was in a great measure the source of a football reputation.

To be a good dribbler was the Alpha and Omega of the forward's creed in the early days of Association football. At the same time it must not be understood that he was unprovided with support in case of any obstruction in the course of a run. There was the provision, of course, of backing up, *i.e.* of a player who followed up the ball ready either to receive the ball if it were passed to him, or to hustle or ward off any interference by the opposite forwards or backs. Still, at the best, backing-up existed more in theory than practice. The dribbler, indeed, lingered long on the football field; in fact, some time after he had ceased to be a potential factor in the game. Even as late as the commencement of the eighties—though some years before the forwards had been reduced to admit of an addition to the defence in the shape of a second full back—the advantages of dribbling were still represented in forcible terms by one of the earliest instructors in the art of football. This is a part of the advice he gave to forwards in the winter of 1878:—

“A really first-class player—I am now addressing myself solely to those who play up—will never lose sight of the ball, at the same time keeping his attention employed in

spying out any gaps in the enemy's ranks, or any weak points in the defence, which may give him a favourable chance of arriving at the coveted goal. To see some players guide and steer a ball through a circle of opposing legs, turning and twisting as occasion requires, is a sight not to be forgotten ; and this faculty or aptitude for guiding the ball often places a slow runner on an equal footing with one much speedier of foot. Speed is not an indispensable ingredient in the formation of a 'good dribbler,' though undoubtedly fleetness of foot goes far to promote success. Skill in dribbling, though, necessitates something more than a go-ahead, fearless, headlong onslaught on the enemy's citadel ; it requires an eye quick at discovering a weak point, and 'nous' to calculate and decide the chances of a successful passage."

The footballer of to-day will bear with us, it is to be hoped, in the attempt to portray, for the benefit of posterity, a type of the old school—"a poor player," to use Macbeth's phrases, "that struts and frets his hour upon the stage, and then is heard no more." The quotation just given from the "Football Annual" will show that even then, when the seventies were on the wane, the dribbler's occupation was rapidly going, and that he was steadily undergoing a process of absorption in the general reconstruction of the football field.

An important alteration in the rules, enacting that the ball ought to be thrown out from touch in any direction instead of, as hitherto, thrown out straight, carried in 1877, marked a new era in the history of Association football. Mention is made incidentally of this change, because, though it did not become law without strenuous opposition all along the line, it tended to make the game so much faster, that it really, in some measure, helped to expedite the material revolution that was taking place in the Association game. It

was at least contemporaneous with the first sign of the transition through which football was passing. "What was ten or fifteen years ago the recreation of a few," to quote again from the "Football Annual" of 1878, "has now become the pursuit of thousands—an athletic exercise, carried on under a strict system and, in many cases, by an enforced term of training, almost magnified into a profession." Here was the first note of the transformation the game was slowly undergoing, and the "Annual" plaintively called attention to the old football fogies, as likely to "recall with no small satisfaction the days when football had not grown to be so important as to make umpires necessary, and the 'gate the first subject of consideration.'"

In one respect, however, the "Football Annual" was obliged to admit that the alteration in the method of playing the Association game had been, to use its own words, "of infinite good, in that it had merged the individual in the side." Even then "passing," which had been first introduced in any degree of perfection in the early matches between London and Sheffield, had been slowly but surely ousting the dribbler. Individual excellence ceased to be the aim of the forward, and in its place a captain wisely directed his attention to the inculcation of united action. Mechanical precision was cultivated, and the extent of the combination of a team came to be the measure of its success or failure. Still, it was some time before the players in the south took really kindly to the new style of game. To them football was still an amusement uninfluenced by any considerations of "gate," and with true Conservatism they stuck to the old system, I am bound to admit, long after it had outlived its reputation. Even the example of the Scotch teams which visited London had been thrown away, and the systematic adjustment of the forwards in vogue

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with the Queen's Park, the Vale of Leven, and others of the leading Scotch clubs, failed for some time to make any impression on the general body of footballers in the South of England.

The rearrangement of an eleven so as to suit the alteration in the general method of play, as I have said, proved to be a very slow process. The main object of the new reforms was to strengthen the defence without sacrificing to any extent the offensive powers of a team. As it was, the introduction of the passing game revolutionized the forward play to such a degree, that it was quite possible to spare one of the forwards without materially weakening the attack.

The formation of an eleven in the early days of Association football was a premium on forward play, and the backs were for a long time, to all intents and purposes, ignored. To be a good dribbler, as well as a safe, short passer, was the perfection of art when the game was in its infancy. It is hardly to be wondered at that this should have been the highest possible development of football at the time, for the bulk of the players were merely carrying out a system which had been inculcated at the public schools. Under the original constitution, indeed, there was little to encourage the cultivation of defensive play. At first an eleven was constituted of eight forwards, one back, one half-back, and a goal-keeper; and even at a later date, where there was practically no offside the player who had charge of the posts had about as thankless a position as it would be possible to conceive. This method of distributing the players, however, did not last very long.

It soon became evident that the policy was not the most conducive to the best interests of the game. A player possessed of great pace, as well as capable of working the ball with any degree of dexterity, when he once got away,

had practically little or no obstruction to overcome, and if, in addition to the qualities named, he was a fairly sure shot when in front of goal, in a majority of cases a run could be counted on to result in a certain score. Time, however, has changed all that.

The first move in this direction was the withdrawal of the third centre to furnish a second full-back—an absolute necessity—to meet the additional strain on the defence caused by the development of the passing system. The adoption of the extra full-back for a time satisfied the requirements of the older school of football players at least. Some time, indeed, elapsed before there was any movement in the direction of a further limitation of the forwards. So late as 1874 the original arrangement of an eleven, consisting of seven forwards, two half-backs, a full-back, and a goal-keeper, was still in force; and the writer of an article on the Association game, published not very long since, pointed out that this was the principle on which the two elevens were constituted in the Inter-University match of that year. The appearance of the second full-back was an afterthought, at least in England; and it was not until the following winter that he came to be regarded as a recognized appendage to an eleven.

Meanwhile the principal Scotch clubs had already begun to see the importance of still greater reform, to meet the change which had gradually been altering the whole tone of the game. They had long before tried, and successfully, the practice of systematic passing, and the disappearance of the dribbler was the logical outcome of the change. Under the new dispensation it was necessary that the eleven should work on a definite system, and with a mechanical precision which had hitherto been unknown. Each player had his allotted station; he was, in fact, an

integral part of a machine which could not work smoothly unless every section was fitted to a nicety and the gear properly adjusted.

So far the reformers were satisfied with a fairly equal distribution of the attack and the defence, and for some time the general practice was to constitute an eleven of six forwards and five backs. As the principle of passing, however, came to be more fully understood, and the attack grew more open, it became more and more evident that the first line of defence was even yet hardly sufficient to cope with the increased rapidity of the game. As the dribbler pure and simple became extinct, and the individual gradually became absorbed in the general mechanism of the side, the selfish player not only grew at first to be an object of distrust, but practically in course of time ceased to have a place in the internal economy of football. The transition, however, from the era of the individual player to the adoption of a constructive combination, gave rise to many interesting experiments of different kinds.

The Queen's Park team were the first to demonstrate the possibilities of combination. In the main they favoured a system of short passing, and it was in a great measure the readiness with which the Scotch players adapted themselves to the new idea that enabled Scotland to show to so much greater advantage in its International matches with England for many years. At the same time the credit of introducing passing must not be ascribed altogether to the Scotchmen. The rules affected by the Sheffield Association gave rise to a loose and disjointed game, which directly encouraged the adoption of a certain kind of passing, and, in fact, the main feature of the general play of Sheffield teams was the transmission of the ball from one player to another, according to their stations, arranged on a definite plan.

The example of the Sheffield players was not lost on their neighbours, and combination of some kind or other was cultivated in other of the northern districts. East Lancashire had meanwhile taken up the Association game with enthusiasm. Just about the time when passing began to be considered essential to the success of a team, Blackburn furnished two clubs, both of which played an important part in the competition for the Football Association Cup. As far as I can remember, the first English team to give any exhibition of a systematic passing game in London was the Blackburn Olympic, when they won the Cup in the spring of 1883 at the Oval. The tactics of the Olympic were altogether different to those which had found favour with the Scotchmen, and though they demonstrated a new possibility, it was not of a kind to secure the approval of southern players. Their game was an alternation of long passing and vigorous rushes, which, effectual enough as it proved as a novelty, and under the favourable circumstances of that particular match, did not impress the majority of southern players as likely to be the best possible style of play under every conceivable condition of ground and weather.

I have been at some pains to show the chief incidents which marked the evolution of the Association game. The leaders in the movement which gave rise to the scientific game of to-day were, as I have already stated, Queen's Park in Scotland and the Sheffield players on this side of the Tweed. The next move—and the most important of the many changes which have taken place in the formation of a team—though, was essentially the work of English rather than of Scotch footballers. For some time before its adoption the idea of a third half-back had been urged, and with pertinacity, by some of the best judges of the game. The northern clubs, who were the first to take kindly to

the passing game, had been steadily strengthening their teams by the help of players from the other side of the Tweed. They had been gradually assuming a preponderance in the working of the Association as well; and, in fact, the old order of football had been changing, giving place to new. So far as the game itself went, the result was a benefit rather than a disadvantage to Association football. The Northerners had been at least foremost in the movement which led to the latest defensive formation, the removal of the second centre forward to occupy a position as centre half-back, a post akin to that taken in the Eton game by the flying man. It was realized that this generally was the most responsible place in the field perhaps, if only from the fact that to fill it properly requires a combination of offensive as well as defensive skill, a capacity for attack as well as a power of defence sufficient to keep the opposite forwards at bay, and to prevent them as much as possible from getting within shooting distance of his own goal.

The credit of the introduction of the principle of combination, of which the third half-back was the keystone, belongs, as I have already said, to English players. The movement in reality originated with some of the leading amateurs in the South of England. The first team to bring the theory of combination into practice, or at least to carry it out to any degree of perfection, was the Cambridge University eleven some seven years ago. The practical outcome of the exhibition given by Cambridge in 1883 was a general acknowledgment of the merits of the new formation. In this connection it is worthy of remark that the Scotch players were the most backward in accepting the third half-back, who is now considered an essential to every properly constituted eleven. The improvement in the game generally, the result of the adoption of a policy of combination, was

not long in taking effect on the English players, and, indeed, it is worthy of note that, since the third half-back was introduced in 1884, though the Scotchmen have been able to claim the majority of victories in their International matches with England, the positions have been changed to such an extent, that in point of actual play the advantage has been decidedly on the side of England.

The manifest improvement in the general style of play during the last few years has been, too, in a great measure the work of the Corinthians Football Club, founded by Mr. N. L. Jackson, to whose personal efforts very much of the success which has attended the development of the Association game is emphatically due. With such forwards as W. N. Cobbold, T. Lindley, and others, to illustrate the scientific possibilities of combination of attack, and backs like A. M. and P. M. Walters to show the full scope of powerful as well as skilful defence, the Corinthians, to their credit be it said, have disseminated a vastly improved style of play, and done very much by their example to elevate the whole tone of Association football. In these advanced days, when there is some tendency to make capital out of anything savouring of intentional roughness, the influence of a club conducted on purely amateur lines, and playing the game in the best interests of football, as it should always be played, such as the Corinthians, cannot fail to be an immense power for good; and it is to be hoped that it will prove to be the progenitor of many other clubs with similar aims and influences for the best interest of the game.

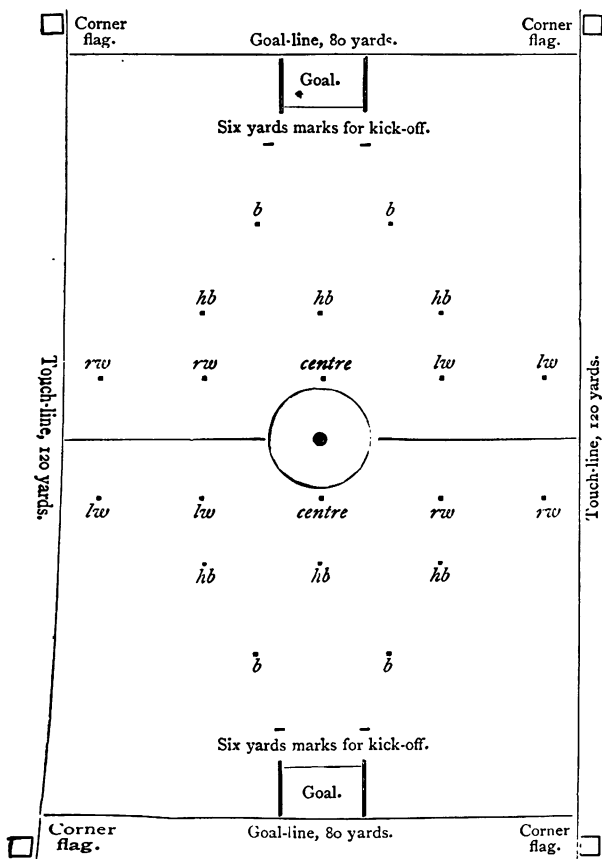
CHAPTER V.

MODERN FOOTBALL, AND HOW TO PLAY IT.

FROM what has already been written, it will be understood that in the accepted formation of an Association eleven, according to modern notions, the main idea is to equalize as much as possible the attack and the defence. The half-backs, if they appreciate the full measure of their responsibilities, have in a great measure an offensive as well as a defensive mission ; and indeed the middle half in particular has it in his power to be of very great assistance in acting as a kind of extra centre forward. He ought, in fact, to feed the wings, when occasion arises, very much as the centre does, and, if thoroughly up to his duties, ought to be quite the most useful man in the team.

It is difficult at present to anticipate any evolution which can produce a better or more perfect combination. The eleven, it will be understood, therefore, is formed of five forwards—two players on each wing, one centre ; and six to constitute the defence—three half-backs forming the first line, two full backs behind them, and last of all the goalkeeper, on whom falls the task of checking the final assault. Perhaps, though, it will give a better idea of the arrangement, and indeed of the general adjustment, of the football field if I give a sketch of its formation.

The whole secret of success in football lies, it is almost superfluous to add, in the measure of a team's combination. A club eleven composed of entirely mediocre players will generally make a good show against, if it does not actually beat, a coalition of members of different bodies of vastly superior capacity individually. There is no royal road to



PLAN OF THE FIELD OF PLAY.

b, Back ; *hb*, Half-back ; *lw*, Left wing ; *rw*, Right wing.

football, and the first lesson that a young footballer must take to heart and learn thoroughly is unselfishness. It is essential that he should grasp as the fundamental principle of the game a complete abnegation of self in the interests of the side. He is, as I have said, a section of a machine which cannot act properly unless even the minutest part does its work to a nicety and in harmony. A selfish player, one who enters a football field with the idea of contributing purely to self-glorification, will very soon find himself out in the cold, and his place filled by one who is more capable of advancing the general well-being of his side. Combination is the only possible way to the attainment of anything like perfection of working in a football team, and the sooner the tyro recognizes the importance of mastering this first lesson, the sooner will he be on the way to advancement.

CHAPTER VI.

THE CAPTAINCY.

The capacity of the football machine is, as will be gathered from the foregoing remarks, dependent on the measure of the motor power, which is strong or weak accordingly as it is well directed and in capable hands. The efficiency of an eleven is generally in proportion to the power and skill of its captain, and it goes without saying that the appointment to fill the post should not be lightly made, and the choice fall on a player merely on account of his personal skill. The qualities required for the proper fulfilment of a post requiring peculiar skill are not inherent ; they are, in fact, a gift. The power and ability to command are not given to every one ;

and as the greater applies to the less, the capacity for directing even a football eleven, whose success is mainly dependent on discipline, is in its way as much a talent as the ability of a general in matters of military strategy.

If an eleven has confidence, and places implicit reliance in its captain, it has already one of the necessary elements of prosperity. As a rule, on much the same principle that a wicket-keeper, by the mere fact of his position, which gives him the best chance of observing the greater part of the field, is best placed to direct the field, it is better that the captain should be a defensive than an offensive player. He is placed much more advantageously than a forward to grasp the weak points of the enemy, while at the same time carefully disposing his own forces to the best possible purpose. The extent of a captain's fitness will be the amount of the power he wields. A competent commander naturally ensures a better system of organization and more ready obedience even among the less tractable members. In any case, though, a captain, whatever his merits for the position, should be an autocrat on the field. He is, or should be, responsible for the behaviour and decorum of his men, and his power, while he is in charge of the side should be absolute. A team whose members do not support its chief, but question his actions at the smallest provocation, is altogether wanting in discipline, and lacks one of the great elements of success. To sum up the question of captaincy, the fitness for the position should be clearly established before the selection is made. When once chosen, however, his position should be recognized without demur, and his orders during the game, if a side is to work well and harmoniously, implicitly carried out.

Having dealt with the most important member of a football team, it will be necessary to consider, in the first

place, the best measures for filling to the best advantage the various positions the players under his command will have to occupy, and secondly, the duties each will have to carry out to make the combination effective. For the better comprehension of these two matters, it will be most convenient, as well as, I think, more useful, to the beginner at all events, to subdivide the attack and the defence, with a view to a fuller explanation of the different responsibilities.

CHAPTER VII.

THE FORWARDS.

THE theory of forward play is, of course, to make the attack as powerful as it can possibly be without placing any undue stress on any particular part, or giving more than his fair share of the work to any individual member. The ruling principle must be a system of co-operation between the five players to produce the most effective possible working. The wings should be carefully selected with regard to their special qualifications to play outside or inside; and it is hardly necessary to add that there are special qualifications in each case in the shape of a left-footed player for the left wing, and *vice versa*; of fleetness of foot for the outer place, and suchlike. It is essential that there should be a thorough understanding between the five; otherwise much of the labour is wasted. To ensure an approach to perfection, the passing must be on a definite principle, and one in which the wings and the centre are thoroughly in accord. On this "hang," indeed, "the law and the prophets."

Something more than mere unselfishness, I may point out is requisite to be of real use. A forward may be the very

opposite of selfish, but, at the same time, if he parts with the ball injudiciously and without carefully watching the movement of his own forwards, and weighing the possibilities of his passing in relation to them, his assistance is of a negative character, and, in fact, he has often been of greater service to the opposite side. A well-constituted forward team is indeed the thoroughness of mechanical precision. The attainment of a high standard in this direction is, however, it will be readily understood, only the outcome of careful thought and constant practice. Forwards, however, one and all, should be quick on the ball, as well as with their feet, full of resolution, and with plenty of decision. Modern football does not necessitate the exceptional amount of skill in dribbling which was essential to the attainment of any great reputation twenty years ago. The change in the general character of the game has caused the dribbler pure and simple to become extinct, but still dribbling is necessary to the education of a football player now, though not of paramount importance, as it was then. Nor is the possession of physical force a *sine quâ non* as it was in the early days of the great football revival. A player, to reach a position of any prominence, must be of good constitution and, withal, have plenty of stamina to enable him to hold his own in face of the extreme pace of a game from start to finish as it is nowadays. What I am trying to point out, though, is that tactical skill has more to do, in the present-day arrangement, with the attainment of success than of old.

Football culture, in fact, now requires perhaps a higher combination of talents; and the scientific tactics of an Association eleven of to-day are only the natural development of thought and experience. The best elevens of late years have emphatically been those who have been managed on a system carefully thought out and the result of wise

elaboration. The first application of any real method in the attack, in the south at least, was by W. N. Cobbold, the old Carthusian, during his captaincy of the Cambridge University eleven of 1885. One of the most skilful forwards of the modern school, he was the first, as far as my knowledge goes, to evolve the mechanical precision which has been continued by his successors in office, and bids fair to be perpetuated in Cambridge elevens. His opinions on combination in attack are, too, of such value that it will be of interest to reproduce a portion of them for the benefit in particular of those who have passed through the preliminary stages of Association football.

“The first idea of any forward should be that he is only a connecting link in a chain which should, as a rule, be kept in line, and that the whole secret of good play lies in combination.

“As regards actual combination, my firm belief is that a judicious mixture of long and short passing is the most effective. If the ball be near one's own goal, let it be at once transferred to the outside right or left, as the case may be, and let him, in conjunction with his partner, go down the wing. When the time comes for middling (unless occasion shall have arisen before for him to pass), let him send the ball hard right across, along the ground if possible, or close to it, thus giving the centre and the other wing men all a chance. The time for middling comes, as a rule, some time before the goal-line is reached, for a forward should rarely, if ever, try to get round the last back, but middle just before he comes to him. How often is a really good run down the wing spoilt by a middle coming too late, when the backs have returned to defend the goal, or by a high centre, which an opposing back has no difficulty in heading away! Each forward must be always ready to receive the ball; and particularly let the centre place himself

judiciously, so that an inside man can give him a pass when he is clear from the centre half-back. With regard to passing, a good forward must, of course, be able to pass with both the inside and *outside* of his feet, and it is the knowledge that the forward can do so which, in a great measure, puzzles the opposing half-back or back, as he cannot be sure which way the forward is going to pass. This is especially useful for short passing, when the great object is to pass quickly and accurately, yet going at full speed. With regard to long passing, which, as I have said, may be judiciously mixed with the short, let it be done directly one sees one of the outside men with a clear opening. Often, when a good run is being made by one of the wings, the backs on the other side gradually come across and leave the extreme part of their own side quite unguarded. This is the time for a hard pass—some forty or fifty yards, it may be. With regard to all passing, the forward must use his judgment and decide quickly, and always pass slightly ahead of the player passed to.

“When the time comes for shooting, the forward should not make straight for the goal-keeper, as then there will be but little room to shoot past him. A good cross shot is the best; and often, too, a shot with the outside of the foot will quite puzzle the goal-keeper, as he cannot tell to which side of the goal it is going. Some goal-keepers who are efficient at saving lofty shots will often fail at a low shot, and *vice versa*. Therefore, let the forward note his opportunity, and shoot according to circumstances. When the ball is near the opponents’ goal it should be kept as much as possible to the three inner men. Much time is wasted by sending it out to the outside men, and at the same time it is almost impossible for them to shoot with success if the goal-keeper is of any use. When, however, the ball is centred, say, from

the left wing, in my opinion the inside right should be about opposite to the right goal-post, and the outside right should not be more than eight or ten yards beyond him, which may give him a good chance of an easy cross shot. Backs and half-backs *must* be able to head, and a forward ought to be able to do so, but it is not nearly so necessary for him.

“A great many forwards head too much in front of goal, and lose chance after chance, for it stands to reason that it is easier for a goal-keeper to save a shot that is in the air than to save a really fast low shot from the foot. Often I have seen a good middle hopelessly spoilt by the centre (though he could but touch the ball with a tuft of hair) turning it aside harmlessly to a back or the goal-keeper, or, more commonly, behind the goal-line, when the forward beyond him would have had a clear shot. In conclusion, forwards should remember to ‘hustle,’ that is, hamper, the opposing half-backs and backs, and endeavour to prevent them getting their kicks.”

The advice of such a master of the art of attack as W. N. Cobbold will be thoroughly valued, even if it can only be fully appreciated by those who have acquired a certain amount of proficiency in the game, and have passed their “little go” in the curriculum of football. In the ordinary way, a young player will learn more by practical experience and in emulating the style and tactics of really skilful opponents than in any amount of written instruction, however capable the writer.

The qualifications for a good forward have already been enumerated. Though in the main the same qualities are required in the case of each of the five forwards, there are, none the less, attributes which are more valuable in a centre than in a wing player, and *vice versâ*. A centre, in par-

ticular, should be possessed of all the football virtues. He should have a certain amount of pace ; but, more than all, he should be a strong as well as a safe kick, and with either foot, as well as a dead shot when near the opposite goal. As he has to do at times a lot of heavy work, and he is, as a rule, very carefully watched, particularly if he is of any exceptional capacity, he should be possessed of some weight. He is, to a great extent, the pivot on which the attack works, and his play, if he is above the average, is of infinite variety. When the ball is in the enemy's half, or at any distance from his own goal, his powers are less severely taxed, although he must always be the main or connecting link in the line of attack. In such cases he has, perhaps, better opportunities of setting in his own person an example of method and, at the same time, the advantages of combination. He should be on the alert to see in the simultaneous advance of the line which of the wings is in a better position when he is in danger of any serious obstruction himself, and directly he is likely to be stopped by one of the opposite side he should pass out to the wing without the smallest hesitation. There must, of course, be discretion as well as accuracy in the passing. Whether the exigencies of the situation should require this to be long or short, as a rule it is advisable to keep the ball low rather than lift it. High kicking is, indeed, under any circumstances likely to destroy its own object. In the case of a high wind it is not easy to do it to a nicety, and, moreover, if the ball is sent in the air, it gives the opposite backs a chance of getting to it and of heading it away. The changes in a game of football as it is now played, though, are so rapid that the whole secret of success is to gauge the precise merits of the opposition with a certain degree of accuracy, and to adopt the play of one's

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self and one's side to the exigencies of each situation as it arises.

I have given at some length the general requirements to form a really good centre. The inner wing players require, in a great measure, the same qualities, as their mission is, in the ordinary course, to feed the outside men, as well as to keep thoroughly in touch with the centre. The aim of all the forwards should of course be to have the line of the advance as complete as is possible. By this I mean that when one player has the ball, the others should be able to anticipate with some degree of certainty to whom he will pass, and the time at which such pass will be made. The latter will depend in a great measure on the positions of his own forwards, on the one hand, and on the other the amount of the opposition he is likely to meet on his way to the enemy's goal.

The player on the extreme outside, known as the outer wing, should be possessed of speed, for he often gets a chance of showing his pace, and very frequently a long pass out either from the centre or even the other side of the ground enables him to get well away almost without fear of opposition until he reaches the last line of defence. The fault of many even of the best outer wing players is to stick too long to the ball in the hope of getting ultimately well within range of the goal-keeper. As a rule, such delay is fatal, for it enables the enemy's back to return in time to cover their posts, and the attack is in every sense a failure. An experienced player would instead have foreseen this possibility, and have got rid of the ball to the centre before the opposite backs could have recovered their position sufficiently to be able to hamper him. That side is the most dangerous in attack in which the passing shows the least hesitation. Precipitancy is as much to be avoided

—but the judgment requisite to attain perfection in passing is sure to come with experience. Close dribbling is neat, and dodgy play naturally appeals to the gallery. It is “magnificent, but it is not war,” and forwards who affect this kind of game cannot be too soon displaced for others who are capable of grasping the great aim of the football strategist.

I have confined my remarks on the science of passing entirely to the forwards. It must not be forgotten, though, that the half-backs have something of the mission of the mounted infantry in military tactics. They have their value as offensive as well as defensive players, and, in fact, form a means of communication not only between the two wings, but between all the forwards in cases of urgency. The possibilities of forward play are too numerous to be dealt with in the limit of one chapter, and it will be sufficient for the purpose of this small volume to point out the chief essentials to completeness of combination.

One notable defect in many elevens, particularly in the South of England, is the want of attention shown by forwards in keeping off the opposite backs. The practice of obstructing—I mean legitimate obstruction, of course, by preventing him getting his kick—a back by one forward when another is making headway with the ball, is not so well carried out by many English teams as it should be. It ought to be a ruling principle, when the play is anywhere near the goal, for one or other of the forwards to impede and prevent the backs getting at the ball either by heading or kicking. Such tactics often demoralize the defence, and certainly destroy a great deal of its efficacy.

The same remark will apply with even greater force to the goal-keeper, who should be worried at every opportunity, so as to neutralize his efficiency as much as

possible. The corner-kick, in particular, should be utilized to this purpose; but, under any circumstances, the goal-keeper should, wherever it is practicable, be marked by the centre or one of the inner wing players, who should rush him so as to hinder him getting a chance of removing the ball.

It may appear superfluous to add that forwards should stick to their positions. The essence of combination is systematic working, and unless there is method the forwards cannot be doing their duty. Each player should, indeed, as a general rule, shadow one of the opposite side, and this cannot be done unless each keeps fairly well to the position assigned to him. I have said already that passing along the ground is, in a great majority of cases, more likely to be of use than when the ball is sent to any height. The advantage is that it is mostly much easier to take the pass while in full swing. It may be accepted, too, as a general principle, that short passing will be of more real use than long, and, indeed, as a rule, it is only under special circumstances that the latter should be adopted.

CHAPTER VIII.

THE HALF-BACKS.

THE defence, according to latter day notions, is constituted of three half-backs, two full backs, and a goal-keeper. A general principle as to the respective duties of each of the six players forming the rear guard has already been laid down. It is, however, the particular application to each individual case that remains to be supplied for the

benefit of those who have not as yet graduated in the game. The addition of the third half-back was, in a great measure, to counteract the readiness of many forwards to take the fullest advantage of the opportunity of "sneaking" allowed them by the off-side rule, so long favoured by the law-breakers of the Association, and, it must in fairness be added, accepted with approval by the great bulk of the players. The provision which keeps a man always on-side as long as there are three between him and the opposite goal, offers undoubtedly a great temptation to forwards to get as far up as they can consistently with safety. To meet this, it was found necessary to strengthen the first line of defence, and the centre half-back was introduced therefore, though his mission is, in a great measure, to feed the forwards, to enable the other halves to pay more attention, in fact to devote themselves mainly, to stopping, or at least frustrating, the tactics of the opposite wing.

To be a really first-class half-back requires the possession of something more than skilful use of the feet. To fill the position well, demands, not only quickness of discernment to counteract the tactics of the opposite forwards, but also judgment and decision to be able to take advantage of the best opportunity to assist those of one's own side. The half-backs are, or ought to be, as useful for the purposes of attack as for defence. They need not necessarily be powerful, but it is essential that they should be quick, able to kick well with either foot as well as in any position, and at the same time capable of heading should occasion require. They should obviously retreat or advance according as the side has to attack or defend. If they are engaged in defensive tactics, they should on no account dribble, and, if they are hampered, it will be better rather to pass to one of the other halves or to give assistance to the backs, either by

passing to them or by preventing any of the other side from interfering with the back or obstructing his kick. As a general rule, a half-back should not kick very hard. In defence he will often be of infinitely more use in worrying the opposite forwards, and checking them, than in kicking; and in fact the backs are successful or unsuccessful in the majority of instances in proportion as the halves assist them by keeping off the opposite forwards.

If the halves have to take their part in the attack, their tactics will of course be of a different kind. In this case they have to assist the forwards, and the object is in the main to pass the ball to the player in the best position. Here, too, dribbling is unadvisable, though it is often practised to advantage. In passing to the forwards the ball should be sent as low as possible, so as to give the least possible chance to the other side of meeting it. Passing of this kind is done with greater precision with the side of the foot; and indeed it will be found that it is much easier to attain accuracy in this way than with the point of the toe. Gallery kicking should be altogether discountenanced; and indeed the ability of a half-back is not in any way dependent on the extent of the work he does in this particular way. Opportunities occur, and not unfrequently, in a game where he has a good chance of a shot at goal; but, as a rule, his occupation consists chiefly in providing openings for others. He ought to be the mutual friend of the backs as well of the forwards—of equal assistance to the latter in defence as to the former in attack. At the same time, it must be remembered that they have to watch the opposite forwards carefully; and I had better add, in case I have omitted to lay any stress on it, that the centre half-back should always keep the centre forward of the opposite side well in his eye.

CHAPTER IX.

THE FULL BACKS.

THE requirements for a full back, though in some degree, the same, are not altogether identical with those for a half-back. Here, again, it is necessary that there should be a thorough accord. The backs ought, indeed, to a great extent to act in harmony with the halves; and, as a matter of fact, the generally accepted theory is that the five players next in front of the goal-keeper should work in connection, or at least on a definite system of co-operation. The tactics of the back under any circumstances must be in the main dependent on those of the halves, and his policy will be guided generally by the movements of the halves, particularly of him directly in front. In the ordinary course he must watch his own half, *i.e.* on his own wing, or immediately before him if he happen to be in the centre. If the half-back goes at the opposite forward, and compels him to transfer the ball, the back will necessarily run in so as to get it before any other of the enemy's forwards can obtain the ball after such pass. Similar considerations will naturally influence the two backs, so that there may be the same mutual support by which in the event of the first going forward, the second may fall back to get the ball, if the other is, in football parlance, "going for the man."

Backs should not only be clever kicks, capable of taking the ball in any position and with either foot, but also be possessed of strength. They should never keep the ball by any chance a moment longer than is absolutely necessary, and it is needless therefore to add that they

should never on any account be tempted to dribble. Backs, to be of real service too, require to exercise a great deal of judgment, as they have it in their power, by going forward on occasions, to keep the opposite forwards if they get too far up off-side. Backs, moreover, have often to stand a good deal of the heavy work, and it is necessary therefore that they should have pluck as well as a certain amount of weight. As a general rule, when pressed they will find it expedient to send the ball well away to the wings. They must, too, not get so near the posts as to hamper or prevent the goal-keeper getting a good sight of the ball. The whole system of defence, though, is of such interest that it will be of great use if I give the views of the two greatest defensive players of the day, Messrs. A. M. and P. M. Walters, incomparably the best pair of full backs we have ever seen.

“In discussing the defence, there are essentially two systems to which alone attention need to be drawn. First, the independent, where every man acts for himself; secondly, the combined, or that system which recognizes that ‘prevention is better than cure.’ The independent system consists, as it were, of two ranks entirely separate from each other, in which the front rank, or, in other words, the half-backs, bear the brunt of the attack, and it is only when their defence is broken through that the backs are brought into action. This system obviously requires that the half-backs shall not only be first-rate players, but also in first-class condition, since not being assisted by the backs until the very last possible moment, they are in a minority of three to five, in addition to which as soon as they are passed they have to get back as quickly as they can.

“In the combined system, on the other hand, there is no hard and fast line between backs and half-backs, though of

course it can readily be understood that both backs must not be in an advanced position at the same time. Each man of the defence marks one forward of the opposite side, the backs and half-backs on each side respectively arranging between themselves which of them shall take the outside man, the centre half acting rather more independently than the other two halves, but still paying more attention to the centre forward than any of the others. As an illustration, suppose the ball to be run down the right wing of the attack, the left back and half of the defence will mark the two wing men, the right full back will come across so as to be at hand to assist his fellow back, but keeping well behind in case the ball should be kicked beyond the left back and half. The centre half will mark the centre forward, and the right half will take up such a position as will enable him to prevent either man of the left wing opposed to him taking a pass. This system distributes the work equally among the whole of the defence, and therefore requires less individual excellence, though utilizing the powers of the full backs to a far greater extent than the independent system. Each has its advantages, the former of the two alone answering when players are new to one another, and when the adoption of the latter would probably lead to disaster. The great advantages of the latter system where it can be adopted are—

“1. It to a great extent prevents the opposing forwards getting the ball.

“2. When by any chance they do get the ball, it prevents any combination whatever, as there is no clear space between the backs and half-backs in which they can get together.

“3. It tends to put the opposing forwards off-side, and so prevents ‘lurking.’

“4. It requires less individual excellence, and equalizes the labour.

“It is, perhaps, superfluous to add, nowadays, when the game is so well known, that neither halves nor full backs should go in for gallery kicking, and least of all the halves. It is far easier, though less effective as a spectacle, to pass a ball back to a fellow-back than to kick it over your own head. It should always be their object to place the ball to the forward who is in the best position for receiving it as conveniently for him to take as possible, that is, where feasible along the ground. To ensure accuracy, all passing by backs and half-backs to forwards should be done with the side of the foot ; it looks twice as ugly as with the toe, but it is ten times more effective. Dribbling should never be indulged in beyond what is absolutely necessary ; but passing from the half-back to backs, and also between the halves themselves, and between the backs themselves, is often extremely useful. Last, but by no means least important, where a half-back finds himself in such a position that he cannot reach the ball, or that it will be more easy for the back to do so, he must invariably *keep the man off*.”

CHAPTER X.

THE GOAL-KEEPER.

As the goal-keeper represents the last line of defence, it is imperative that he should be a safe man. He should be cool in an emergency, ready witted, with plenty of pluck and unlimited go. Though it is a great advantage for him to be an adept in kicking with either foot, as a general rule he

should use his hands to stop, even if he has time to get rid of the ball with his feet. He should be strong enough to withstand a heavy charge, for he has every chance of being severely hustled if the opposite forwards are thoroughly up to their work. It is distinctly bad play to put the ball back even under the most critical circumstances in front of the goal; however hard he should be pressed, he ought always to make a point of relieving his goal by getting the ball away, towards the wings, where it is, comparatively at least, out of danger. It is a very risky proceeding, too, to get even a few yards from the posts, as the game is so fast that his goal may be carried before he is able to return. It is always advisable to use both hands whenever possible in stopping the ball, and fisting out should be discouraged except when there is real necessity. It is undoubtedly an advantage for a goal-keeper to be a strong kick, as where the kick-off from behind has to be taken at all frequently the backs are thereby spared a lot of heavy work, and are thus able to be of very much greater use to the side.

In the event of a free kick or throw in from touch near the goal-line, or a corner-kick, the goal-keeper should not be hampered by the backs, but allowed plenty of room and a good sight of the ball. This is of urgent importance, as any restriction of his freedom at such times prevents him following the ball closely, and where the smallest hesitation is fatal he should have nothing to interfere with his view of the ball.

Practice will alone make a really expert goal-keeper. Judgment, as well as activity and dexterity, are essential for a thorough fulfilment of the duties of the position, and this is a combination of qualities not easily obtainable.

CHAPTER XI.

GENERAL HINTS.

I HAVE endeavoured to represent, as concisely as possible, the essentials for the acquirement of any great degree of excellence in any of the positions which constitute the formation of a football team. There are, however, some general rules which must be carried out strictly if the game is to be conducted in a spirit of true sport. They are so obvious that it might appear superfluous in a work of this character to give them any prominence. Yet they are in the case of many experienced players, who ought to set a better example, very often overlooked, or in the excitement of the moment forgotten.

The power of a captain, as I have said in an earlier chapter, must be absolute. It is he who should make any appeals that may be required, and, though this is not always an infallible test, his capacity to command in the ordinary way may be gauged by the discipline of the team. A good captain will do his spiriting gently. His control of his men is as often as possible the result of the force of his own example, and, like Harry Coverdale, a capable captain has generally a quiet way of settling things, which is effective by the very reason of it.

Football must always, in a measure, be attended with a certain amount of risks. It is this spice of danger which makes it so essentially English, and gives it a high place among our national sports. For this very reason, though, it should be the aim of every player to discountenance, and earnestly, anything like intentional roughness. Charging is

at times of course necessary, but there can be moderation even in this. Tricky tactics are infinitely more conducive to accident, and of late, particularly among northern players, there has been a growing tendency to stoop to trip, or to take other unfair advantages, which, even if they do not actually come within the scope of the law, should be checked with a very high hand. Football will inevitably suffer, and materially, in public favour if the standard of it is lowered, as it will undoubtedly be if those who have the control of clubs do not fearlessly uphold a spirit of manliness, and insist on the discouragement of any questionable practices with a view of getting a momentary advantage. The future of football emphatically depends on the firmness of those in authority, and even the merely reckless player should be taught that he is doing an injury to the game, and the incorrigible offender be punished without mercy.

It ought to be a cardinal sin to interfere in any way with the officials. Umpires and referees are not infallible, and modern football is so fast that it is at times quite impossible for the most active of them to keep up with the ball throughout a hard game. The very fact of their appointment, though, ought to ensure that they are treated with respect. In many cases the referee's position, it must be admitted, is anything but an enviable one, and where local excitement runs high his is a thankless task. The general tendency of recent legislation, however, has been to arm him with increased powers to deal with rough play, and if he exercises them without fear he can minimize it to a great extent. It might appear to be unnecessary even to hint that the decision of a referee should be, under any circumstances, accepted without a question. On all matters of fact his verdict is final and subject to no appeal. A good umpire will give his decision promptly and unhesitat-

ingly, and will not, as some of the less experienced sometimes do, argue the point, or assign the reasons which have influenced him in giving his verdict. Any disputes have to be referred to the umpires, and in such the captain should alone be the spokesman of the side. It cannot be too clearly pointed out too that the referee has no status until the umpires have first given their ruling. Even then he has no voice, unless the two umpires are of different mind. If the umpires agree he has no jurisdiction at all, except in matters which do not actually come within the functions of the umpires. He has, for instance, power to stop the game whenever he may think fit—by reason of darkness, interference of spectators, or other cause. In addition, he has the right to award a free kick without any appeal in a case where he thinks the conduct of a player is dangerous, or likely to prove dangerous. He is at liberty, too, to stop the game for such a time as he may think fit whenever he may deem such a course necessary.

If the young player has in him a natural instinct for the game, or sufficient enthusiasm to follow it, so as to acquire any degree of eminence, he ought with perseverance at least to derive a certain amount of benefit from a careful study of the advice given in this work, the outcome of a long and practical experience. There are some points, though, in the rules which often cause misapprehension in the minds of older heads, and it will perhaps be of use if some of the points which seem to many to be open to two constructions are dealt with. A few years since the committee of the Football Association issued some memoranda for the guidance of umpires and referees, and as these embrace the various questions about which there is often a difference of opinion among the ill-informed, they may be utilized for the general good of players as well as officials.

The kick-off must be in the direction of the opposite goal-line; so it is not allowable to start the ball towards your own line.

A goal is won when the ball has *passed* between the goal posts—*ergo*, the whole must go over the line to produce a score. In the same way the ball must go completely over the touch-line to be out of play, and it must not necessarily reach the ground before it is out of play.

The off-side rule is a source of much trouble to players who will not take ordinary pains to master its special features. A player cannot be off-side unless he is in front of the ball, and then only if less than three of the other side are between him and the opposite goal. It is the fact of being *in front* of the ball, and kicked by one of his own men too, which tends to make one off-side; and he cannot be off-side if the ball was last played (*i.e.* touched, kicked, or thrown) by one of his own side who *at the time of kicking* is nearer his opponents' goal than himself. The stumbling is often in the words just marked with italics. The time of the kick constitutes the time of the infringement of the rule. A player who has less than three of the opposite side in front when the ball is sent from behind him by one of his own side is off-side *at the time of kicking*, and cannot put himself on-side until the ball has been played by one of his opponents. Nor can he obstruct one of the enemy to prevent him taking his kick, or in any way whatever interfere with any other player.

A goal-keeper is allowed to use his hands *in defence of his goal*; and the interpretation of the qualification is that the rule only applies when he is in his own half of the ground.

Players wearing nails, bars, or studs on their boots, other than as provided in the rules, it is enacted "shall be pro-

hibited from taking further part in the match;" and in the common interests of the players, and with a view to minimize the risks of the game, this power should be firmly exercised.

A ball touching an umpire or referee is not dead.

It is the duty of the referee to see that all free kicks which are enumerated in the rules are properly taken without appeal. This, though, does not apply to a throw in from touch, which carries a penalty, and for that reason requires an appeal.

Players should remember that a ball is always in play after an appeal until a decision is given by the referee. The decision comes from that official always, and for the purpose he has a whistle, which is the signal to stop the game. Umpires signify their agreement with an appeal by holding up a flag, and, of course, if one flag is held up and the referee concurs he blows his whistle. The flag system works thoroughly well, and the referee is able by the code of signals to signify the allowance or disallowance of the appeal without any waste of time.

Handling is strictly forbidden by any one but the goalkeeper, and under the reservations above stated. Handling is understood to be playing the ball with the hand or arm. Nor is the word "playing" used in an active sense, as if the ball hits a player on the arm, *i.e.* below the shoulder, even if there be no intention on the part of the player, a foul for handling can be claimed.

APPENDIX.

RULES OF THE FOOTBALL ASSOCIATION.

1. The Association shall be called "The Football Association."
2. All Associations and Clubs playing Association Rules shall be eligible for membership, subject to the approval of the Council.
3. The Subscription for each affiliated Association or Club shall be 10s. 6d. per annum (payable during the first week in May, or within one week after joining), with an Entrance Fee of 10s. 6d. No affiliated Association or Club whose subscription for the ensuing season is unpaid shall be allowed a representative at a General Meeting. An Association or Club whose subscription is unpaid on the 1st of September shall cease to be a Member of this Association.
4. Each affiliated Association or Club shall annually forward to the Secretary the name and address of its Secretary, and its distinguishing colours or costume. Clubs and affiliated Associations changing Secretaries, or Secretaries changing addresses, must notify the same immediately to the Secretary of this Association.
5. The Association shall be governed by a Council, consisting of seven Officers (*i.e.* a President, four Vice-Presidents, a Treasurer, and a Secretary), ten representatives of Divisions, and representatives from affiliated Associations, all of whom shall be duly qualified according to the Rules, and elected annually in the manner hereinafter mentioned.
6. The Annual General Meeting shall be held in the month of May in each year. Each affiliated Association or Club (having first complied with Rule 3) shall be entitled to send a representative to this, and all other General Meetings of this

Association. No two Associations or Clubs shall be represented by the same individual. The Officers and past Presidents shall *ex-officio* be entitled to vote at all Annual and General Meetings.

7. The Officers and two Auditors shall be elected at the Annual General Meeting, and continue in office until their successors are appointed at the next Annual General Meeting. The representatives for the Divisions and Associations shall retire on the 14th of September in each year. The whole of the Council and the Auditors shall be eligible for re-election. The names of those proposed as Officers and Auditors, together with the names of their proposers and seconders, must be forwarded to the Secretary at least fourteen days before the General Meeting in May.

8. Each affiliated Association having fifty or more Clubs under its jurisdiction shall be entitled to send a member to the Council, who must be elected as hereafter provided, and shall not be changed except by previous consent of the Council. Associations may group themselves together in order to qualify under this Rule. Groups of Associations need not be contiguous. Every Association or group of Associations claiming to return a member to the Council shall in the first week in September in each year forward the name and address of such member to the Secretary, together with a return showing—

(1) The names of the Clubs under its jurisdiction that are members of no other affiliated Association.

(2) The names of the Clubs under its jurisdiction that are members of any other affiliated Association.

If the number of Clubs in (1) is not sufficient to qualify the Association for a member of the Council, the return shall have appended—

(3) A sufficient number of declarations from Clubs in class (2) in order to make the required number.

The Secretary shall, on ascertaining the correctness of the claims, declare such member duly elected. Any subsequent claims shall be submitted to the Council.

9. The Secretary shall in the first week in September in each year convene a Meeting of the Council, who shall divide the area of the Football Association into ten Divisions, each of which shall send a member to the Council. Such Representative shall be elected by the Clubs in his Division which are members of this Association.

10. The Secretary shall immediately after the meeting held according to Rule 9 send a form of nomination, with a list of

all the Divisions and the Clubs composing them, to each Club belonging to this Association, and such forms shall be duly filled up and returned to the Secretary on or before a date to be therein named (not being less than seven nor more than fourteen days after the date upon which the same shall be so sent by the Secretary).

11. Every candidate shall be nominated by three Clubs, such nominations being signed by the Secretaries for and on behalf of the Clubs. If only one candidate is nominated for a division, the Secretary shall declare him elected. If more than one candidate is nominated for any division, the Secretary shall declare him elected. If more than one candidate is nominated for any division the Secretary shall forthwith, after the time fixed for the close of the nominations, send a list of the candidates nominated and form of voting paper to each Club in every such division, and such voting paper shall be duly filled up and returned to the Secretary on or before a date to be therein named (not being less than three nor more than six days after the date upon which the same shall be so sent by the Secretary). Every such voting paper shall be marked on the outside "Voting Paper," and shall not be opened until the meeting of the Council, as hereinafter provided.

12. The Secretary shall immediately after the date fixed for the return of voting papers convene a meeting of such members of the Council as shall have been previously duly elected, and the voting papers shall be opened at such meeting. The candidate for each division receiving the greatest number of votes shall be declared by the Council duly elected. If there be a tie, the election shall be determined by a majority vote of the members present at such meeting.

13. In case of any objection to any election the Council may order a new election, or fill up a vacancy instead of ordering a new election, or fill up a vacancy instead of ordering a new election if they shall think proper.

14. If in any division no candidate is nominated, the Secretary shall report the circumstance to the Council, who may elect a member to fill the vacancy.

15. Five members of the Council shall form a quorum for the transaction of business. The Council shall have the power to fill up any vacancy that may occur in their body during the year. They may appoint an Assistant Secretary, but he must be a member of the Council. All past Presidents of the Association shall be *ex-officio* members of the Council. The Council shall have the power to appoint sub-committees as they may consider necessary.

16. In the event of any alterations being deemed necessary in the Rules of the Association or Laws of the Game, notice of the proposed alterations shall be sent in writing to the Secretary, with the name of the proposer and seconder of every such amendment or alteration proposed to be submitted to the Annual General Meeting, on or before the 31st of March in each year; such proposed alterations, together with any alterations proposed by the Council, and the nominations of Officers on forms provided for the purpose, shall be advertised in such manner as the Council may direct, at least fourteen days prior to the Annual General Meeting. But no alteration shall be made in the Rules of this Association or Laws of the Game unless supported by at least two-thirds of those present at the Annual General Meeting, or at any Special General Meeting convened as provided in Rule 18.

17. The Laws of the Game as amended at the General Meeting of this Association in May in each year shall not come into force until the beginning of the Football Season next ensuing. A season to be understood to last from the 1st of September in one year to the 30th of April of the following year.

18. The Secretary shall convene a Special General Meeting at any time by order of the Council, or on receiving a requisition to that effect signed by the Secretaries of not less than twenty Associations or Clubs belonging to this Association. Fourteen days' notice of all Special General Meetings, and of all resolutions to be proposed thereat, shall be given to all affiliated Associations or Clubs.

19. A printed balance-sheet of the accounts, certified by the two Auditors, shall be forwarded at the same time that the notices are sent out convening the Annual General Meeting.

20. In County Association Matches the qualifications required shall be—1. Birth; 2. Two years' continuous residence (last two years); 3. Family home (as long as it remains open for occasional residence).* A player may only represent one County Association and one District Association in the same season, and must be a *bonâ-fide* member of a Club belonging to the County or Association for which he plays. In International Matches the qualification shall be Birth. In the case of British subjects born abroad, their nationality shall be decided by the nationality of their fathers.

21. Players are either amateur or professional. Any player registered with this Association as a professional, or receiving remuneration or consideration of any sort above his necessary hotel and travelling expenses, shall be considered to be a pro-

* Two years' qualification required as in residence.

professional. Players receiving any payment under this rule must give a written receipt for the same, and Secretaries must produce such receipt to the Council of this Association at any time if required to do so. Players competing for any money prizes in football contests shall be considered professionals.

22. No professional shall be allowed to serve on the Council of this Association, or on the Committee of any Association, or represent his own or any other Association or Club at any meeting of this Association.

23. No professional shall be allowed to play for more than one Club, whether affiliated to this Association or not, in any season without special permission of the Council of this Association.

24. All professionals shall be registered on forms to be supplied by the Secretary of this Association. Each form after all particulars have been filled in must be signed by the professional (his signature being attested), and returned to the Secretary of this Association within five days of such signature. Professionals may declare such registration to be binding upon them for one or more seasons. A professional may at any time extend the period of his registration with the Club for which he is registered, but shall not sign a registration form for another Club until his existing engagement has terminated. No professional shall be allowed to play until this rule has been complied with, and the Secretary of the Club registering the player shall have received the acknowledgment on the official form from the Secretary of this Association. When a man is registered as a professional he at once loses his status as an amateur.

25. The Council shall have the power to cancel the registration of a professional and to re-instate as an amateur any professional.

26. Every Association or Club is responsible to the Council for the action of its players, officials, and spectators. Associations and Clubs are further required to take all precautions necessary to prevent spectators threatening or assaulting officials and players, during or at the conclusion of matches.

27. In the event of any Association, Club, player, official, or member being proved to the satisfaction of the Council to have been guilty of any breach of rules or misconduct, the Council shall have the power to order the name of the offending Association, Club, player, official, or member to be removed from this Association, suspended for a stated period, or dealt with in such manner as the Council may think fit, and any Association, Club, or player playing with or against the offending Association, Club, or player after such removal, or during such time of suspension, shall also be dealt with in such manner as

the Council may think fit. And no suspended player or member of any Association or Club so suspended or removed from this Association shall be eligible for membership of any other Association or Club belonging to this Association without the special permission of the Council. The Council may also order offending Clubs to pay all expenses incurred in hearing the case. Any Association, Club, or player dealt with by the Council under this rule, shall have the right of appeal to a Special General Meeting, to be convened by the Secretary on receiving notice of such appeal. Every appeal under this rule must be accompanied by a deposit of £5, such deposit to be forfeited to the Association if such appeal fails.

28. Any player selected to play in any International or other match arranged by this Association at the Annual Conference, and (without good and sufficient cause) failing to play in such match, may be adjudged by the Council to have been guilty of misconduct, and any Club who may be deemed to have encouraged or instigated such player to commit such breach of rules, shall be deemed guilty of a similar offence.

29. The Council may call upon the Associations, Clubs, or individuals charged with offending against the Rules, to prove to the satisfaction of the Council that the offence has not been committed, and failing such satisfactory proof the Clubs or individuals may be adjudged guilty of the offence. The Council shall have power to call upon any Associations, Clubs, or players, to produce any books, letters, or documents, and other evidence the Council may desire.

30. Any complaint made by one Club against another shall be in writing, and duplicate copies shall be sent to the Secretary accompanied by a deposit of 20s., which deposit shall be forfeited if the complaint be not sustained. In the event of a frivolous or vexatious complaint being made, the Council shall have power to compel the complaining Club to pay such expenses of the Club complained of as may be deemed fit. All complaints relating to non-fulfilment of match fixtures, must be made within 28 days from the date upon which such fixtures should have been played.

31. The Football Association shall annually invite representatives from all Football Associations to a meeting for the purpose of arranging dates of the International and Inter-Association matches, and for discussing any proposals for the benefit of the game. The date and place of such meeting to be fixed by the Council.

32. Any Club or player competing for money or prizes in any competition the proceeds of which are not devoted to a recognized Football Club or Football Association, or some charitable

institution approved of by this or by an affiliated Association, shall be liable to suspension or penalty as the Council may think fit. The Council may at any time call upon committees or managers of competitions for charitable objects to furnish copies of their balance-sheets, and such further information relating to the competitions as may be deemed desirable.

33. No Club or player shall take part in a football contest, other than practice matches between teams of the same Club, from May 1 to August 31. No gate-money may be taken at practice matches played out of season.

THE LAWS OF THE GAME.

As Revised by the International Board in June, 1891.

1. The limits of the ground shall be—maximum length, 200 yards; minimum length, 100 yards; maximum breadth, 100 yards; minimum breadth, 50 yards. The length and breadth shall be marked off with flags and touch-line; and a line defining 6 yards from the goal-posts and 12 yards from the goal-lines shall also be marked out. The centre of the ground shall be indicated by a suitable mark, and a circle with a 10 yards radius shall be made round it. The goals shall be upright posts, 8 yards apart, with a bar across them, 8 feet from the ground. The average circumference of the Association ball shall be not less than 27 inches, and not more than 28 inches; and in International matches, at the commencement of the game the weight of the ball shall be from 13 to 15 ounces.

2. The winners of the toss shall have the option of kick-off, or choice of goals. The game shall be commenced by a place-kick from the centre of the ground in the direction of the opposite goal-line; the other side shall not approach within 10 yards of the ball until it is kicked off, nor shall any player on either side pass the centre of the ground in the direction of his opponents' goal until the ball is kicked off.

3. Ends shall only be changed at half-time. After a goal is won the losing side shall kick off, but after the change of ends at half-time the ball shall be kicked off by the opposite side from that which originally did so; and always as provided in Law 2.

4. A goal shall be won when the ball has passed between the goal-posts under the bar, not being thrown, knocked on, or carried by any one of the attacking side. The ball hitting the goal or boundary posts, or goal-bar, and rebounding into play, is considered in play. The ball crossing the goal or touch-line, either on the ground or in the air, is out of play.

5. When the ball is in touch, a player of the opposite side to that which kicked it out shall throw it in from the point on the boundary line where it left the ground. The thrower facing the field of play shall throw the ball over his head with both hands in any direction, and it shall be in play when thrown in. The thrower shall not play until the ball has been played by another player.

6. When a player kicks the ball, or throws it in from touch, any one of the same side who at such moment of kicking or throwing is nearer to the opponents' goal-line is out of play, and may not touch the ball himself, or in any way whatever prevent any other player from doing so, until the ball has been played, unless there are at such moment of kicking or throwing at least three of his opponents nearer their own goal-line; but no player is out of play in case of a corner-kick, or when the ball is kicked off from goal, or when it has been last played by an opponent.

7. When the ball is played behind the goal-line by one of the opposite side, it shall be kicked off by any one of the players behind whose goal-line it went, within six yards of the goal-post nearest the point where the ball left the field of play; but, if played behind by any one of the side whose goal-line it is, a player of the opposite side shall kick it from within one yard of the nearest corner flag-post. In either case no opponent shall be allowed within six yards of the ball until it is kicked off.

8. No player shall carry, knock on, or handle the ball under any pretence whatever, except in the case of the goal-keeper, who, within his own half of the ground, shall be allowed to use his hands in defence of his goal, either by knocking on or throwing, but not carrying the ball. The goal-keeper may be changed during the game, but not more than one player shall act as goal-keeper at the same time, and no second player shall step in and act during any period in which the regular goal-keeper may have vacated his position.

9. In no case shall a goal be scored from any free-kick (except as provided in Law 13), nor shall the ball be again played by the kicker until it has been played by another player. The kick-off, corner-flag kick, and goal-kick, shall be free-kicks within the meaning of this rule.

10. Neither tripping, hacking, nor jumping at a player shall be allowed, and no player shall use his hands to hold or push his adversary. No player may charge an opponent from behind, unless such opponent be not facing his own goal, but is, in the opinion of the Referee, wilfully impeding his adversary while in that position.

11. No player shall wear any nails, excepting such as have

their heads driven in flush with the leather, or iron plates, or gutta percha, on the soles or heels of his boots, or on his shin guards. If bars or studs on the soles or heels of the boots are used, they shall not project more than half an inch, and shall have all their fastenings driven in flush with the leather. Bars should be transverse and flat, not less than one and a half inches in length, and half an inch in width. Studs shall be round in plan, not less than half an inch in diameter, and in no case conical or pointed. Any player discovered infringing this rule shall be prohibited from taking further part in the match.

12. A Referee shall be appointed, whose duties shall be to enforce the rules and decide all disputed points. He shall also keep a record of the game and act as time-keeper; and, in the event of any ungentlemanly behaviour on the part of any of the contestants, the offender or offenders shall be cautioned, and if the offence is repeated, or, in case of violent conduct, without any previous caution, the Referee shall have power to rule the offending player or players out of play, and shall transmit the name or names of such player or players to his or their (National) Association, in whom shall be solely vested the right of accepting an apology. The Referee shall have power to terminate the game whenever, by reason of darkness, interference by spectators, or other cause, he shall think fit, and he shall report the same to the Association under whose jurisdiction the match was played, who shall have full power to deal with the matter. Two Linesmen shall be appointed, whose duty (SUBJECT TO THE DECISION OF THE REFEREE) shall be to decide when the ball is out of play, and which side is entitled to the corner-flag kick, goal-kick, or throw-in. Any undue interference by a Linesman shall be reported by the Referee to the National Association to which the Linesman belongs, who shall deal with the matter in such manner as they may deem necessary. The Referee shall have power to award a free-kick *without any appeal* in any case where he thinks that the conduct of a player is dangerous, or likely to prove dangerous, but not sufficiently so as to justify him in putting in force the greater powers vested in him as above.

13. If any player shall intentionally trip or hold an opposing player, or deliberately handle the ball, within 12 yards from his own goal-line, the Referee shall, on appeal, award the opposing side a penalty kick, to be taken from any point 12 yards from the goal-line, under the following conditions:—All players, with the exception of the player taking the penalty kick and the opposing goal-keeper (who shall not advance more than 6 yards from the goal-line) shall stand at least 6 yards behind

the ball. The ball shall be in play when the kick is taken, and a goal may be scored from the penalty kick.

14. In the event of an appeal for any supposed infringement of the rules, the ball shall be in play until a decision has been given.

15. The Referee shall have power to stop the game for such a time as he may think fit, whenever he may deem it necessary to do so.

16. In the event of any temporary suspension of play from any cause, the ball not having gone into touch, or behind the goal-line, the game shall be re-started by the Referee throwing up the ball at the spot where play was suspended, and the players on either side shall not play the ball until it has touched the ground.

17. In the event of any infringement of Laws 2, 5, 6, 8, 9, 10, or 16, a free-kick shall be forfeited to the opposite side, from the spot where the infringement took place.

DEFINITION OF TERMS.

A **PLACE KICK** is a kick at the ball while it is on the ground, in any position in which the kicker may chose to place it.

A **FREE KICK** is a kick at the ball in any direction the player pleases, when it is lying on the ground, none of the kicker's opponents being allowed within six yards of the ball, unless they be standing on their own goal-line. The ball must at least be rolled over before it shall be considered played.

HACKING is kicking an adversary intentionally.

TRIPPING is throwing, or attempting to throw, an adversary by the use of the legs, or by stooping in front of or behind him.

KNOCKING ON is when a player strikes or propels the ball with his hands or arms.

HOLDING includes the obstruction of a player by the hand or any part of the arm extending from the body.

HANDLING is understood to be playing the ball with the hand or arm.

TOUCH is that part of the field, on either side of the ground which is beyond the line of play.

CARRYING is taking more than two steps while holding the ball.

NOTE.—The Council of the Football Association have decided that wearing soft india-rubber on the soles of boots is not a violation of Law 11.

RULES OF THE CHALLENGE CUP COMPETITION.

1. The Cup shall be called "The Football Association Challenge Cup."

2. The President and Treasurer of the Football Association shall be, for all intents and purposes, the legal owners of the Cup, in trust for the Association.

3. The Challenge Cup Competition shall be open to all Clubs belonging to the Association, and the Cup shall be competed for annually in accordance with the following rules by eleven members of each competing Club, such members being duly qualified according to the Rules of the Association.

4. Each Club desirous of competing shall give notice of such desire to the Secretary of the Football Association, on or before the 16th of July previous to that season in which such Club proposes to compete, and shall with such notice forward an entrance fee of ten shillings. The Council may reject the entry of any Club if they deem such a course desirable. *No Club is eligible to play until it has paid its subscription to the Football Association for the ensuing or current season.*

5. No individual shall be allowed to play for more than one competing Club, but the members of each representative team may be changed during the series of matches, if thought necessary. Except in the first round of the Qualifying Competition in every season, each individual must have been a recognized playing member of the Club for which he purposes to compete at least 28 days previous to the match. A playing member is one who has either actually played for a Club *in the current season*, or one who has, in writing, intimated to the Secretary of the Association that he is a playing member of that Club. *The Secretary shall, in writing, acknowledge the receipt of every such intimation.* In the case of drawn or replayed matches, only those players shall be allowed to play who were eligible on the date fixed for the completion of the round in which the match was originally played. When a Club has a bye, or receives a forfeit in first round of Qualifying Competition, and the second round has to be played in less than 28 days from the date of first round, the same qualification of players as for first round shall be sufficient.

6. If the Council have any doubt as to the qualification of any player competing in this Competition, they shall have power to call upon such player or the Club to which he belongs or for which he played, to prove to the satisfaction of the Council that

he is properly qualified according to the Rules, and failing such satisfactory proof the Council shall disqualify such player, and the Club *shall be removed* from the Competition.

7. The Council shall have the power to disqualify any competing Club, or player, or players for any competing Club, who may be proved to be guilty of any breach of the *Rules of the Association*.

8. The Council shall divide the competing Clubs as follows:—

(a) The four Clubs which competed in the semi-finals and eighteen Clubs selected by the Council from those which competed in the previous season. This selection to be made at last Council Meeting prior to the Annual Conference, from Clubs who have entered for the Cup Competition for the following season.

(b) The Clubs not selected in division (a). The competition between Clubs in the latter division shall be termed the Qualifying Competition. It shall be managed by *divisional* sub-committees appointed by the Council, whose decisions shall be final, and whose powers for managing the Qualifying Competition shall be the same as those of the Council.

9. The Qualifying Competition shall commence in October and be completed by December 31. The competing Clubs shall be divided into ten districts geographically convenient, and as nearly equal in number of Clubs as possible, and they shall compete until one only is left in each district. All the necessary byes shall be given in the first round, and all the ties in each round shall be played on one date, and at such hours as the Council may determine.

10. The twenty-two Clubs comprising the above division (a), together with the ten Clubs left in at the termination of the Qualifying Competition, shall compete for the Cup during the months of January, February, and March.

11. The Ties shall be drawn, the dates fixed; and the matches played, as the Council may determine; and, immediately after each drawing, the Secretary of the Association shall intimate to each of the Clubs drawn the name of the Club against which it is drawn, and the date and hour on which the tie is to be played.

12. Unless otherwise mutually arranged the Clubs which are in each instance first drawn in the ballot, shall have choice of grounds. In the case of replayed matches, the Club last drawn in the ballot shall have the choice of grounds for the second match, but, except by mutual consent, it shall not be allowable for a Captain to select any ground other than that on which his

Club is accustomed to play. The Council shall fix the ground for matches which have been twice drawn unless Clubs can mutually agree, and if the ground of the Club having the choice of grounds should be considered unsuitable for a Cup Tie, their opponents may appeal within three days of the draw to the Council, who may order the match to be played on the ground of the appealing Club, or on a neutral ground. In case of the ground being temporarily rendered unfit, in consequence of special causes, a protest may be lodged with the Referee before the commencement of the match. The match shall be played under protest, and the Council shall consider such protest, when, if they deem the protest sustained, they shall order the match to be replayed on such ground and date as they may think fit. If in the opinion of the Referee the ground is so hard through frost as to be dangerous, he shall have power to postpone the match to the following Saturday upon application from either Club. All matches in the Semi-Final and Final Ties shall be played on such grounds as the Council may determine.

13. The *playing* ground for Cup Ties shall be as follows:—*maximum*, 120 yards long by 80 yards wide; *minimum*, 110 yards long by 70 yards wide. All the lines must be clearly defined according to Law I of the Game. The Council recommend the use of Brodie's patent goal-net in all Cup Ties.

14. The Referee and Linesmen *in all matches* shall be neither past nor present members of either of the contending Clubs, and their duties shall be as defined in Law 12 of the Game. *The Council shall appoint the Referees and Linesmen in the matches after the close of the Qualifying Competition.*

15. In the Qualifying Competition the competing Clubs may agree upon a Referee, in which case they must notify such appointment to the Secretary of the Association. If, however, they should be unable to agree upon a Referee they shall apply to the Secretary, who shall appoint one, such application to be made seven days before the day of the match. Each Club may appoint a Linesman. The travelling expenses of all officials appointed by the Council to officiate in any case shall be paid by the Club upon whose ground the match takes place.

16. The duration of each match shall be one hour and a half, and the Referee shall deduct any time which he considers has been wasted either owing to an accident or other cause. *The interval at half-time shall not exceed five minutes, except by special permission of the Referee.* An extra half-hour must be played in the case of all drawn matches (excepting semi-finals and finals), and should the match still remain drawn, it must be replayed and completed on the following Saturday, unless

the Clubs mutually agree on an earlier day, and notify the same to the Secretary of the Association.

17 Any Club intending to scratch must give information of their intention to do so to the Secretary of the opposing Club, not less than seven days before the date fixed for playing, or shall be reported to the Council, who shall have power to compel such offending Club to pay the expenses incurred by their opponents or of taking such action as they may deem expedient.

18. The Secretary of the winning Club, or in the case of a draw the Secretaries of each Club, shall send notice of the results, in writing, to the Secretary of the Football Association so that it reach him, at the latest, by first post on the day following the match. Clubs failing to comply with this rule shall be subject to a fine of 10s. or in default shall be struck out of the competition.

19. All questions of eligibility, qualifications of competitors, or interpretation of the rules, shall be referred to the Council, whose decision shall be final; but no objection relative to the ground, goal-posts, or bars, or other appurtenances of the game, shall be entertained by the Council, unless a protest is lodged with the Referee before the commencement of the match, nor shall any reference or protest of whatever kind be entertained by the Council unless the Club lodging the protest shall have deposited with the Secretary of the Association a sum of Two Guineas, which shall be forfeited to the funds of the Association in the event of the protest not being sustained. In such cases, if the Council deem fit, they may also order the protesting Club to pay such sum as they may consider necessary towards defraying the expenses of the Club protested against. *No objection or protest shall be withdrawn except by leave of the Council. Protests must be lodged within three days of the match unless otherwise provided.*

20. Any dispute occurring between Clubs in this competition shall be referred to the sole arbitration of the Council, whose decision shall be final and binding on both Clubs. Should either of the two Clubs in connection with any dispute or protest have a member on the Council, the said member shall not be eligible to sit on the Council while such dispute or protest is being considered. Protests shall be made in writing and three copies of same sent to the Secretary of the Association. Such protests and copies shall be accompanied by particulars of the grounds upon which each protest is founded, and the Secretary of the Association shall send a copy of such protest and particulars to the Club protested against, which shall return an answer in duplicate. A copy of the answer shall be then

forwarded to the Club which lodged the protest. Each Club may support its case by witnesses.

21. All notices required by any of these rules shall be addressed to the Secretary, at the offices of the Football Association, 61, *Chancery Lane, London, W.C.*

22. The proceeds of matches, except Semi-Final and Final Ties, shall be equally divided between the competing Clubs, after paying thereout the advertising, ground, and other expenses of the match, and third-class railway fares of the eleven players of the visiting Club. If the receipts are not sufficient to cover the entire expenses of the match, the advertising, ground, and other expenses of the match (except railway fares) shall be a first charge. *All members or ticket-holders shall pay the admission charges to grounds and stands.*

23. In the Semi-Final Ties half the net proceeds—after paying thereout the third-class railway fares of the players of the four competing Clubs—shall be divided *as follows*:—*Two-thirds of the above half net proceeds shall be divided equally between the Clubs competing in the Semi-Final Ties, and the remaining one-third between the Clubs competing in the Final Tie*; the remaining half of the proceeds shall be taken by the Association. In the Final Ties the whole of the proceeds shall be taken by the Association; the Council being empowered to pay to the competing Clubs their reasonable hotel expenses, in addition to third-class railway fares of the players.

24. A Club, not having a private ground, shall provide a private or enclosed ground to which gate-money can be charged for Cup Ties free of all charge to the visiting Club, or play on its opponents' ground.

25. In the Semi-Final and Final Ties any Club failing to play, without showing a good and sufficient cause for such failure to play may be *adjudged by the Council* to have been guilty of serious misconduct, and liable to be dealt with under Rule 27 of the Association.

26. When the winners of the Cup shall have been ascertained by such matches as aforesaid, the Cup shall be handed over to such winners on their subscribing a document to the following effect:—"We, A. B., the Secretary of the Club, and C. D., E. F., & G. H., members of and representing the said Club, having been declared to be the winners of the Football Association Challenge Cup, and the same having been delivered to us, do hereby, on behalf of the said Club, and individually and collectively, engage to return the same to the Treasurer of the Association, on or before the First day of February next, in like good order and condition, and in accordance with the

conditions of the annexed rules, to which also we have subscribed our respective names.

27. The holders of the Challenge Cup shall return the Cup to the Treasurer of the Football Association, on or before the First day of February in each year.

28. The Council shall have power to alter or add to the above rules as they from time to time deem expedient.

CONSTITUTION OF THE INTERNATIONAL FOOTBALL ASSOCIATION BOARD.

RULES.

1. That this Board be called "The International Football Association Board," and shall be composed of two representatives from each of the four National Associations.

2. That the Board shall meet each year in the month of June, at the invitation of each of the National Associations in order of seniority.

3. That at such meeting one of the representatives of the Association convening the same shall preside, and the other shall act as Secretary.

4. That the Minute Book of the meetings shall be fully entered up by such Secretary, and shall be forwarded to the Association next in turn before the 1st of January ensuing.

5. That business shall not be proceeded with unless a majority of the Associations be represented.

6. That Resolutions shall not be adopted unless agreed to by three-fourths of those present, but in the case of alterations to the Laws of the Game an unanimous vote shall be necessary.

7. That the Board shall discuss and decide proposed alterations in the Laws of the Game, and generally any matters affecting Association Football in its International relations.

8. That the Committees of the various National Associations shall forward in writing, on or before the 1st of February in each year, to the Secretary of the Association entitled to convene the next meeting, any suggestions or alterations deemed desirable, which shall be printed and distributed on or before the 1st of March, for consideration at the Annual General Meetings of the Associations.

9. That decisions of this Board shall be at once binding on all the Associations, and no alteration in the Laws of the Game made by any Association shall be valid until accepted by this Board.

BASEBALL.



NEWTON CRANE.

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BASEBALL.

CHAPTER I.

THE HISTORY OF THE GAME.

BASEBALL, although the American national game, is not only of English origin, but is one of the most ancient of English sports. In a letter of the celebrated Mary Lepel, Lady Hervey, written in 1748, the family of Frederick, Prince of Wales, are described as "diverting themselves with baseball, a play all who are or have been schoolboys are well acquainted with." It is hardly likely that the modern game of baseball has anything in common with the sport thus referred to. The latter was probably what our grandfathers called "bases," and which, by an easy process of development, became rounders, a sport still indulged in by the youth of both sexes in the North and Midlands. The baseball of the last century was one of the numerous games of ball which, descended from the remotest antiquity, furnish a common origin to cricket and football, as well as to baseball. Of these cricket is perhaps the most scientific, but its claims in that respect find a jealous rival in baseball, which has now reached such a state of perfection, in both batting and fielding, as to leave but little apparent room for further development.

It has been urged against baseball that it is simply an improved form of rounders. It undoubtedly owes its origin to rounders,* but it bears less resemblance to that game than modern cricket does to the ancient sport of the village-green, where an inverted milking stool and wooden balls were the rude implements of play. The modern game of baseball has been developed from its crude origin in rounders within the memory of those still able to play it. Prior to 1850 the boys and young men of the Eastern States in America played what was called "town ball." The implements used were a solid rubber or yarn ball and a round or flattened bat, the players exercising the widest latitude in their choice of implements. There were three or four bases marked out by flat stones partially inserted in the ground, and as many players on the respective sides as desired to engage in the sport. The player scored by making the circuit of the bases, and could be put out, as in rounders, by being caught or by being hit when off the bases with the ball thrown by an adversary. There were no rules of play except such as were agreed upon between the players at the commencement of the game, and these differed in almost every community.

Eventually as the sport spread, and attracted a large following, many of its conditions, and those chiefly in which it resembled rounders, were abolished. The number of players on each side was restricted to nine; the putting out

* Mr. A. G. Spalding, who has devoted much time to an inquiry into the origin of baseball, inclines to the belief that it is descended from the old French game of *tcheque*, which is still played by French schoolboys. According to Mr. Spalding, *tcheque* was imported into America by the French Huguenots, who settled in the Dutch colony of New Amsterdam. It is certainly true that town-ball, the immediate forerunner of baseball, had its largest following in New York city, and that it had been played there for generations before the Dutch and French customs of New Amsterdam had become lost in the modernized New York.

of three men put out the whole side, and closed the innings; the number of innings was fixed at nine, although in case of rain or any other necessary interruption it was agreed that five innings should constitute a game; the batsman was permitted to run only after making a fair hit—that is, after having driven the ball within an angle of approximately ninety degrees in front of him; the barbarous and horse-play custom of “plugging” or hitting the runner with the ball was forbidden, and, instead, fielders were stationed on the bases to catch thrown balls to intercept the runner. The number of bases was fixed at four, including the home or batting base, and these were placed ninety feet distant from each other, and arranged at the corners of a square.

Thus moulded into practically its present form, baseball at once became exceedingly popular. It was found to be a hardy, vigorous game, which called into play the wits as well as the muscles. It could be begun and finished in a couple of hours, and thus afforded in summer evenings, and on holiday afternoons, the recreation and diversion required by young men engaged in work and business. The incident of the retiring of the side when three men had been put out equalized the batting and added a new zest to the fielding. No variation from rounders proved so successful as the introduction of this simple rule of “three men out, all out.” Instead of remaining in the field for an hour or more endeavouring to put out nine men, and barely succeeding, if aided by good fortune, in completing two innings, the fielders found that three men could be put out in a few minutes, and that in the nine innings which now constituted the game they might have half a dozen opportunities of batting, and were certain of no long and tiresome intervals in the field.

It was altogether a quick and lively sport, full of variety and exciting incidents. The clubs that were formed soon acquired considerable expertness, and the games exchanged between the representatives of rival communities attracted wide attention and evoked great enthusiasm. Several of the leading clubs were sent by their patrons on long tours over the country, and their performances were made the subject of popular demonstrations as they moved from city to city. The peculiar and amusing rivalry between the towns in the United States found a capital vent in baseball. The games were municipal battles, and the players, if victorious, were regarded as the heroes of the hour. The contests between Cincinnati and Chicago, particularly those in the latter city, were attended by almost the entire populace, while the thronged avenues which led to the ball grounds resembled for the occasion the approaches to the Derby.

The keen rivalry between the different clubs, enhanced by the jealousies between the cities, naturally led to the introduction of the professional element. To strengthen weak places in the nine, or to acquire an advantage over a strong competitor, the clubs scoured the country for players of especial expertness. These were at first covertly and indirectly, but afterwards openly, paid for their services. It was soon discovered that the best of amateurs were no longer a match for professionals whose whole time was given up to practice and training for the work required of them. The leading clubs were consequently made up entirely of paid players, money for whose salaries was obtained by the "gates," which were large and profitable. As far back as 1857, a National Association of Baseball Players was formed of clubs in New York, Brooklyn, and vicinity, but it was not until some years later that the first salaried baseball team was organized. This was formed

by the Cincinnati Cricket Club, and the players were known as the Cincinnati "Red Stockings," on account of the hose they wore with their flannel knickerbockers. Beginning in April, 1869, this club travelled throughout the United States, from Maine to California, and from Chicago to New Orleans, playing almost daily until June, 1870, without the loss of a single game.

In 1871 the clubs employing paid players had become so numerous, that the "National Association of Professional Baseball Players" was organized. Only teams composed of professionals were eligible to membership. A schedule of games was arranged, and an emblem of national championship was contested for. At first the games were largely attended, and evoked great enthusiasm; but unfortunately the discipline of the players was lax, insubordination was of constant occurrence, and under the influence of the gambling fraternity games were won and lost in such a manner as to suggest wholesale bribery and corruption, and in consequence all interest in them was lost. In 1876 the better class of clubs withdrew from the existing organization, and formed the "National League of Professional Baseball Clubs." (Under the control of a firm executive, the old abuses were got rid of, dishonest players were expelled from the game, and a new order of professionals was induced to take their places.

This new League has become the central governing body of all ball-players, amateur as well as professional, in the United States and Canada. By its legislation it has prohibited, in fact as well as by law, the sale of intoxicants on the grounds where its games are played, and has put an end to betting, not only among the players, but among the spectators. While there are but eight clubs directly belonging to the League, it virtually controls

the affairs of a dozen affiliated professional associations embracing nearly a hundred clubs, and employing from twelve to fifteen hundred salaried players. At the same time it forms the rules for the amateur organizations. Its legislative body is composed of shrewd business men of well-known integrity and force of character, to whose credit it may be said that in all the keen strife for championship honours—the struggle for which has hardly less interest for the American people than a Presidential contest—not an intimation has been made for years of dishonest play or trickery.

This National League has clubs in Boston, New York, Brooklyn, Philadelphia, Pittsburgh, Cincinnati, Cleveland, and Chicago. Another organization, the American Association, has clubs located in Boston, Philadelphia, Baltimore, Washington, Louisville, Columbus, and St. Louis; while a third league, the Western Association, occupies the principal cities in the west and north-west. Each of these three organizations, under a National Agreement, appoints a representative officer to sit on a board of control, which exercises judicial and executive functions. All disputes as to the rights of the clubs and all grievances of players, members of any of the clubs, are heard by this board, and the decision of the latter is final and conclusive. It also makes all rules of play, appoints official umpires, and confirms schedules of fixtures. It further assumes control over territory, and prevents any league from taking in new clubs or locating clubs in towns or cities in which there is already a club a member of any of the organizations which are parties to the compact. As there are many hundreds of thousands of dollars invested in club grounds and franchises, this protection of vested interests is a matter of great consequence. A number of minor leagues in the United States and

Canada are affiliated with it for purposes of self-preservation, and to secure protection from the larger and wealthier bodies, which otherwise might invade their territory, and seize on the young and promising players they develop.

As the compact, or National Agreement, as it is called, provides that an infraction of its rules shall deprive the offender of all of its rights, and also of the privilege of exchanging games with its members, its power is absolute, for a club which could not interchange a game with any other club could not long exist. In a number of instances aggrieved players and clubs have appealed to the law courts, and have there obtained rights which the board of control of the National Agreement has denied them; but as the other clubs have refused to recognize the decisions of the law courts, the clubs appealing to the law have thus obtained only a barren victory, and the power of the National Agreement has remained supreme.

The contracts approved by the National Agreement, under which the players give their services to the clubs, are in law void from want of equity in two particulars: first, in that they provide, that while the player shall render service during the term covered by the contract, the club, on the other hand, may, on ten days' notice, dismiss the player; and, second, in that after the period of the contract the club shall have the right of reserving its players (to the number of eleven) for another season, thus forcing them to contract again with the club, or be debarred from playing altogether, as no other club can employ a reserved player without losing its rights under the agreement. Many attempts have been made to prepare contracts which, while preserving these features, shall still comply with the law, but thus far with questionable success. Hence the anomaly is presented of a powerful organization, controlling hundreds of

contracts, and making laws to govern thousands of players, which are, in fact, illegal, and therefore cannot be enforced in the civil courts. Its edicts are, nevertheless, scrupulously complied with, because both players and clubs recognize that unless an organization is free to let an indifferent player go when a chance occurs to secure a better, the games would lose interest; and that unless a club is permitted to reserve its popular players at the end of the season for a subsequent one, there would be no harmony in the ranks, and no opportunity for the development of team-work, which is the secret of successful play.

The objection in this country to baseball as played in America, on account of the prominence given to professionalism, would be greatly modified, if not altogether removed, if the facts were better known. Baseball is in many respects the most attractive to the spectator of all games of skill. The contests are sharp and quick, the points of play are numerous and diverting, the changes are constant, and the struggle, if the opposing forces are fairly well matched, is exciting from the start to the finish. The players are directly under the eye of the lookers-on, who from their seats may distinctly see every movement that is made, while the match rarely lasts more than an hour and a half. The spectators regard the whole performance as an exhibition, and demand that the performers be the very best that can be procured. The American baseball audience would as quickly resent the introduction of an amateur player into the game as the habitual play-goers of London would the putting of an amateur actor into the cast at a first-class theatre.

There has been no controversy over the question of professionalism in baseball in America for this reason, and also on account of the fact that the two classes of

players, amateurs and professionals, have for years been kept entirely distinct. No amateur club is permitted to play for the trophy for which the professionals contest. In fact, no amateur club, even if permitted, could go through the season with the professionals, as the National League clubs each play a hundred and forty matches for the championship, thus requiring a game on nearly every day of the week throughout the season, and thousand of miles of journeys. On the other hand, no professional club, even if its engagements admitted of it, would be permitted to take part in a series of games for an amateur trophy.

There is still another reason why professionalism is not distasteful to the American patrons of baseball, and this is on account of the character of the young men who enter its ranks, attracted thither by the high salaries freely given, and the fact that the employment does not necessarily imply loss of social position. The great body of baseball professionals in the United States is annually largely recruited from the upper schools and colleges, while scores of men enter upon the employment to procure means with which to continue professional studies or to enter business.* The vigour with which those who are likely to yield to temptation are controlled, and the influx

* When in the summer of 1890, the National Baseball League of Great Britain let it be known in the United States that it desired the services of six or eight young men to act as instructors of the game, there were nearly one thousand applications, although it was announced that, in addition to an allowance for travelling expenses from New York to London and return, those selected would receive not more than three or four guineas a week. Among the applicants were representatives of all the learned professions—divinity students, young doctors and embryo lawyers, and architects, engineers, and schoolmasters. Many offered their services gratuitously, stating that they considered the opportunity of visiting England, and the incidental advantages of travel and a few months' study abroad, ample compensation for their work for the League.

of the better class of young men, whose presence is in itself a restraint upon the others, have suppressed dissipation of all kinds from the clubs, whose teams now with hardly an exception are models of good behaviour.

The salaries received by these players is one of the most remarkable incidents in connection with the growth of the game in America. Mr. Henry Chadwick publishes a table in the Official League Book for 1890, from which it appears that sixteen players have received in salaries during the past nine years no less than \$354,100, or an average to each player of \$22,131. During the year 1889 these sixteen players were paid \$56,750, or more than £850 each for their six months' services. Several received £1000 a year, and, in addition, considerable sums by way of inducements to fix their names to contracts at these generous terms.

Under the law which rigidly governs the clubs employing professionals, "revolving," or the desertion by a player of his club and contracting with another, is impossible, as the penalties affect not only the player but the clubs. In order to secure the services of a player under contract, a club must treat with his employers, and purchase his release. To effect this, in two or three instances as high a price as £2000 has been paid, while payments of £200 to £500 are of common occurrence. It may be fairly inferred from this lavish use of money to secure proficient players, that the game of baseball admits of the use of such exceptional skill resulting from natural efficiency and great training, as to give it some right to be called a scientific game. If it was the "simple game of rounders," as has been so often objected by those who consider it unworthy a place among British sports, the Americans would hardly spend such large sums of money in the way of salaries for players of so childish a game.

Notwithstanding the growth of professionalism, baseball has become more and more the game of amateurs in the United States and Canada. In the former, it is played in summer to the exclusion of every other sport, and in the latter it is taking the place of lacrosse and cricket. The facility it affords for two or three hours' recreation of the most vigorous and diverse character, including the playing of a completed match, commends it to clerks and artisans, whose labours give them comparatively little leisure. While it admits of great skill, it may be thoroughly enjoyed and satisfactorily played by young lads and grown men who have no great proficiency in athletics. The fielding is quite as attractive to the players as the batting, and expertness in it is a matter of great consideration. In nearly every open space and in the side streets in the cities of America one may see factory hands and warehouse clerks employing the noon hour in "passing the ball," that is, practising throwing and catching. And when repairing to the recreation fields the devotees of baseball find great pleasure in having one of their number bat the ball, that the others may catch it. This exercise naturally promotes proficiency in fielding, and is the secret of the many brilliant stops of hot ground balls, and the running catches of long fly balls, with which the game, when well played, abounds.

Some idea of the hold the game has on the American people may be gathered from the fact that during the playing season every league game is reported, innings by innings, by special telegraph wires and news agencies. These reports are displayed on the bulletin-boards of newspaper offices, in hotel corridors, saloons, and clubs. An enterprising New York newspaper hit upon a novel device for catering to the great desire for information of the progress of the games in which the New York club was engaged. A

board, ten feet square, was erected on the outside of the building, between the windows on the first floor. This was marked off to represent the diagram of a ball-field. Movable discs bearing numbers corresponding to those of the players of the two sides were arranged in the various positions on the field, those of the batsmen being inserted, as the men went to bat, at the home plate. On a balcony or platform in front of this board were a telegraph operator, with a telegraph instrument, and a scorer. As the instrument ticked out each move on the field a thousand miles away, the scorer moved his discs to interpret the play to the throngs in the street below. The latter shouted or groaned in response as a favourite player made a run, or a "put out" was scored against him. In other cities halls were hired to show the play on similar diagrams, and a considerable admission fee was charged to witness it.

CHAPTER II.

INTRODUCTION OF THE GAME INTO ENGLAND.

BASEBALL was first seen in England in 1874, when the Boston team and the Athletics of Philadelphia, the former for that season the champions of America, toured through the provinces, and played a series of exhibition games in London. Although fairly good audiences witnessed a majority of the games, but little interest was evinced in the sport, or in the presence of the visiting Americans. In nearly every instance the latter appeared also in a cricket match with an eleven at each place they visited. In these cricket matches the Americans played eighteen against eleven of their opponents, and were, with these odds, uniformly

victorious. The game of baseball was not understood, and in the short hour or two devoted to the exhibition matches but little idea of it could be acquired by the bewildered spectators. In this respect those who were desirous of promoting its introduction into this country were at a very great disadvantage. When lacrosse was first played the spectators could readily comprehend, from their knowledge of football, polo, and hockey, what the players were trying to accomplish, and were therefore able to appreciate the skill required in running and throwing the ball as the combatants endeavoured to get it through their opponents' goal. But in baseball there was no likeness to any other game of ball. There were no stumps to defend as in cricket, and there were no goals; and while there were bases, as in rounders, there was an apparent confusion in the restriction upon the direction a batted ball might take, in the variety of ways a player might be put out, and in the quick changes of the sides that made it impossible for even a rounders player to follow the game. Thus the efforts of the Boston and Philadelphia players to introduce baseball in England resulted in a complete failure.

Nothing further was heard or seen of the game for fifteen years following. Then in 1889 Mr. A. G. Spalding, of Chicago, who, at the close of the baseball season of 1888 in America, had taken the Chicago club and a picked team selected from all America to the Australasian colonies to give exhibition matches during the winter, determined to return to America by way of England, and thus complete his tour around the world. The notoriety acquired by the extensive journey—undoubtedly the longest ever undertaken by so large a body of athletes—and the Yankee audacity exhibited in playing matches of the American national game not only in the Sandwich Islands and the cities of New Zealand

and Australia, but under the shadow of the Pyramids, in the Roman Colosseum, and on the Champ de Mars, attracted unusual attention in England to the coming of the Americans, who reached here in March, 1889, and secured for them large audiences both in London and throughout the provinces.

Although the leading daily and illustrated newspapers contained lengthy descriptions of the game, it was still apparently as much of a mystery as ever to the spectators. The weather was also exceedingly unpropitious, most of the games being played in fog, rain, and snow, and on grounds which were wet and slippery. As baseball is essentially a summer game, and requires as dry and quick a turf as cricket, the players were not able to do themselves justice; while the spectators, wearied by what were to them meaningless antics, left the wet and cheerless fields with anything but pleasant impressions of baseball.

The first match in London between Chicago and All America was played at the Oval, and attracted from seven to eight thousand spectators. The atmosphere was saturated with moisture, and the fine turf upon which the diagram was laid out was soft and sodden. A fog veiled the outfield, and when a ball was batted in that direction it was immediately lost to sight. Whether the fielder made a catch or not was a matter of conjecture to the on-lookers, who saw nothing beyond the shadowy form of an athlete flying about in the gloom. The base-runners slipped about in the mud, and returned to the players' bench covered from head to foot with samples of the soil they had gathered in their round of the bases. Those who understood the game could find but little enjoyment in it, and it was hardly to be expected that those who were unfamiliar with it could view it with pleasure.

The Prince of Wales kindly lent his presence to encourage the promoters of the sport, and remained throughout the contest, taking an apparent interest in every movement of the players. Upon being requested by a newspaper reporter to give his impressions of the game, he asked for the reporter's notebook, and in it wrote the following note, which duly appeared the next morning in the account of the match :—

*The Prince of Wales
has witnessed the
game of Base Ball
with great interest
& though he considers
it an excellent game
he considers Cricket
as superior*

Another cause of disappointment of the spectators was pointed out by the Duke of Beaufort, who manifested a great interest in the sport. The pitchers on the respective sides were on their mettle, and, being unusually expert, succeeded in delivering the ball to the batsmen so artfully as to constantly deceive them, and thus forced them either to "strike out" or to feebly hit the ball into the in-field, whence they were easily thrown out at first base. In commenting on this to the writer, the Duke of Beaufort wrote as follows :—

“Of course, the jealousy between All America and Chicago, while it kept all the players up to the mark and made them do their best to prevent their opponents from scoring, made the game dull to on-lookers, who did not understand it. If they could have played a few games not to be counted in their wins and losses against each other, in which the pitchers would give easy balls and enable the hitters really to make fine hits and give a chance to the field to make the splendid catches they are able to make, the game would have taken the fancy of the British public much more, as it would have thoroughly astonished them.”

It is unfortunate that this suggestion could not have been carried out. But from the time the Chicago and All America teams left Chicago on their tour around the world a record of the games and of the performances of each player was carefully kept. It became a matter of the greatest rivalry as to which team should score the most victories, and which pitcher should be credited with putting out the most batsmen. While this resulted in the sharpest kind of play, it was not the character of play best suited to commend the game to unskilled spectators.

Had the efforts to introduce baseball in England rested with the exhibitions of the All America and Chicago teams, the whole venture would have been as barren of results as the previous visit of the Boston and Athletic Clubs in 1874. Fortunately, however, a number of young college men from the leading universities of America, enthusiasts in baseball, decided to follow up the visit of the professional players, and to spend their midsummer holidays of 1889 in England, to teach the game wherever opportunity offered. They played a number of games at Richmond and on the Essex County grounds, and afterwards spent a fortnight or more in Birmingham. By making up their

sides, or nines, from bystanders who were willing to join them, they succeeded in bringing a number of Englishmen into the game, and thus secured for it a foothold. As a result of their efforts several gentlemen prominently identified with outdoor sports, chiefly with football, formed themselves, in October of 1889, into a council of the "National Baseball League of Great Britain." The "League" consisted of no clubs, and the council was not in any sense a representative of baseball playing organizations.

It was considered, however, that there was abundant room for the sport in this country, and that in no other way could it be introduced. This view of the matter had confirmation in the fact that during the ensuing winter the League received a large number of inquiries from secretaries of athletic organizations, principally football, hockey, and harriers clubs, whose members expressed a desire to continue in baseball during the summer their winter's exercise. In the spring of 1890 the League, in order to give a further practical illustration of baseball, and a continuous series of demonstrations of the manner in which it is played, encouraged the importation from America of a corps of instructors. Through the efforts of these men professional teams, made up principally of football "pros," were located on the grounds of the Preston North Enders, the Aston Villas at Birmingham, the County Cricket Club at Stoke, and of Mr. Ley's football club at Derby. Although put to practice only after the football season had ended, the players soon acquired a gratifying proficiency in the game. The matches, which were played under discouraging circumstances, the weather being unpropitious, and the grounds ill-adapted for the game, nevertheless attracted a constantly increasing number of spectators, who appeared to thoroughly enjoy the

sport. In Preston particularly the fine performance of the Preston North Enders elicited genuine enthusiasm, and evoked demonstrations of excited partisanship as the struggle for the trophy of championship approached the end. The Aston Villa team were the victors; but it is probable that if the season had lasted a fortnight longer, the Preston North Enders, who closely pressed them, would have proved the winners.

In the mean time the interest of the amateurs in baseball was constantly increasing, and at a meeting in July more than thirty clubs were represented by delegates or proxies. At this meeting a new organization was formed, under the name of "The Baseball Association of Great Britain and Ireland," of which the Rev. W. Marshall, well known in connection with the Yorkshire Rugby Union, and in amateur athletics generally, was made president. A council was elected to represent various districts in England, Scotland, and Ireland, and a committee appointed to prepare a scheme for a contest by amateurs for a championship cup. Unfortunately, it was found impossible to publish this scheme until so late in the season, that but three clubs entered for the trophy. This was won in the finals by the Preston club securing two out of three games from the Birmingham Amateurs, the first baseball club organized in Great Britain. The cup which is the emblem of the amateur championship of England is the gift of Mr. A. G. Spalding, of Chicago, who has taken a warm interest in the introduction of baseball into this country. Mr. Spalding has further offered a cup for competition to the amateurs of the North-east of England, and another to those of Scotland. These cups will first be played for during the summer of 1891.

The question is frequently asked, "Will baseball 'take' in this country?" Judging by the tone of the press and

the expressions of many who are prominent in outdoor sports in England, the answer might perhaps be made in the negative. The result of one season's work, however, shows that the game has already "taken." Measured by the interest awakened by football, in the first decade of the history of either the Rugby or the Association game, the success of baseball within a twelvemonth from its first introduction is most extraordinary. Those who can see no future for the new game, and who are opposing its growth, mainly rest their objections to it upon the grounds that it is a novelty; that it is an American importation; that it is without sufficient merit; and that, if it spreads, it will prove a hostile rival to cricket. That it is new and American can hardly be seriously urged against it in this age. It certainly has merit, or the Americans, who so closely resemble us in their sport-loving characteristics, would not annually spend nearly a million of dollars to support the numerous professional and amateur organizations of the United States, or show the enthusiasm over it which they so wildly manifest. Nor, if it was without merit, is it likely that it would have taken the hold it has not only in the United States, but in Canada, Cuba, Mexico, and the Sandwich Islands.

Against the same prejudice it has encountered here it is rapidly gaining ground in Japan, in Australia, and in New Zealand, and during the past summer spread to Italy and Austria. So far from lacking merit, on the contrary, it possesses it in a degree unknown to almost any other sport. It requires nerve, pluck, daring, control of temper, ready wit, supple muscles, unity in team work, subordination to authority, and ability not only to bat well, but to field expertly, and to run the bases fleetly and with judgment. There is not a dull moment in the game, and hardly an

instant when the ball is not in play. There is no tedious wait after a batsman has been caught, as by the same play that despatched him one and even two players may be put out. The players on this account are obliged to be always alert, and the interest of the lookers-on never flags.

In an interesting letter on baseball published by Mr. Erastus Wiman, one of the best known public men of Canada, the merits of baseball are thus tersely summed up—"As the descendant of an Englishman, of course I love the game of cricket. Who shall tell of the health of mind and body of which that manly game has been the source? Who shall estimate the happiness that has pervaded a thousand level ovals on ten thousand summer afternoons in dear old England, and in all the noble sisterhood of colonies and dependencies, that has enabled British cricketers to clasp hands around the world? As a Canadian, I love the brilliant game of lacrosse, in which grace, agility, and discipline combine to excite an interest unequalled in any other contest. But close observation convinces me that neither cricket nor lacrosse is as well calculated to hold the masses of men as baseball; while, at the same time, it is within the reach of greater perfection by a greater number of players at a less expenditure of time than any other game. Baseball combines all the merits of an exact science, all the glorious uncertainties of good and ill-luck, and all the intensity of interest that it is possible to crowd into a period that it is proper to spare for such a pursuit. There are more supreme moments in an hour and forty minutes of a well-played game of baseball than in any other contest of equal duration."

The objection that there is no room for baseball in England, and that whatever following it may acquire will be that much loss to cricket, is hardly borne out by facts.

Those who have thus far taken up baseball are athletes who rarely play cricket. It must be recognized that cricket is not universally played by the youth of England and Scotland. In the North and Midlands, particularly, there are thousands of young men who devote themselves in winter to football, hockey, lacrosse, and harrier runs, who in summer are without recreative employment. It is remarkable that in the short days of an especially wet and disagreeable winter climate four or five outdoor sports have so numerous and enthusiastic a following, while in the long inviting days of summer there is in England hardly more than one poorly supported game. It is undoubtedly true that more spectators assemble in a fortnight, no matter how wet and cheerless the weather, to witness the football encounters in Lancashire, than are brought together during the entire summer by all the cricket matches in England. It is doubtful if one out of ten of those who in the North play or applaud football in winter, take the slightest interest in cricket.

It is lamentable that this should be the case; but the fact being recognized, an admission must follow that cricket does not so completely occupy the time and attention of the people as to leave no room for another and kindred sport. There is nothing in the game of baseball which can in any way make it an active rival to the old English game, which has obtained such a hold on the sentiment and affections of the people of England. On the contrary, the practice of baseball by a cricketer would at least result in an improvement in his fielding, both in catching and throwing the ball. Cricket will for all time to come be the great English game, but unfortunately there are tens of thousands of young men who have neither the time nor the means to play it under

such conditions as are necessary to reveal its greatest attractions. They have, however, abundant opportunity for a sport of which they can play a complete game in a summer evening, and in which they will find all the healthful recreation and interest of cricket. The mere fact that numerous athletic organizations—not one of whose members has ever seen the game—are endeavouring to acquire a knowledge of it from books of instruction, is sufficient proof that there is room for still another summer sport in England, and that one is demanded.

CHAPTER III.

THE GROUND AND IMPLEMENTS.

THE theory of the game is very simple. The contesting sides consist of nine men each, and each side endeavours to have the greatest number of its men make the circuit of the bases in a given number of innings. When the fielding side has taken up its position in the field, the first batsman of the opposing team goes to bat, and having made a hit, runs, if he can, around the bases, thus scoring a run. The next batsman follows him, and attempts to do likewise, and so on, player after player of the side going to bat until three men have been put out by the efforts of the opposing fielders, when the innings is closed. The players who were in the field then come in and bat till three of their men have been put out, when their innings is closed. Thus the two sides alternate between the bat and the field till each has had nine innings. This is, in brief, all there is to the game, but the conditions under which it is played afford a great number of stirring and constantly varying incidents. There

is a prescribed form for the ground on which the game must be played; the implements used are regulated by the laws of the game; and there are certain rules with which the players must comply, in order to make the circuit of the bases, and in preventing their opponents from doing likewise. These rules may seem unduly numerous and intricate, but those which it is necessary to keep in mind are really few in number, and readily comprehended.

THE GROUND.

Any fairly level piece of ground of the general size and condition of a football field is adapted for the game. It need not be of turf, and no carefully prepared pitch is necessary as in cricket, for the ball does not touch the ground before reaching the batsman. A hard earth space, either bare or cinder-covered, may be used, if dry; although for playing matches between clubs which have acquired some degree of skill the condition of the ground should receive careful attention. For this purpose the field of play should be not less than 175 yards in length, and 125 yards in breadth, and it should be turfed throughout, except the paths between the bases and the path from the pitcher's position to that occupied by the catcher. These should be of hard earth, topped for an inch or two with sand, well rolled down. The field must be laid out according to the diagram on page 24. This shows a large diamond-shaped plat, the sides of which are thirty yards long. At the corners are four "bases." The one nearest the spectator is called the "home plate," or "home base," and at this point the batsman stands. It is indicated by a white rubber plate, twelve inches square. It is made of rubber, instead of iron or stone as formerly,

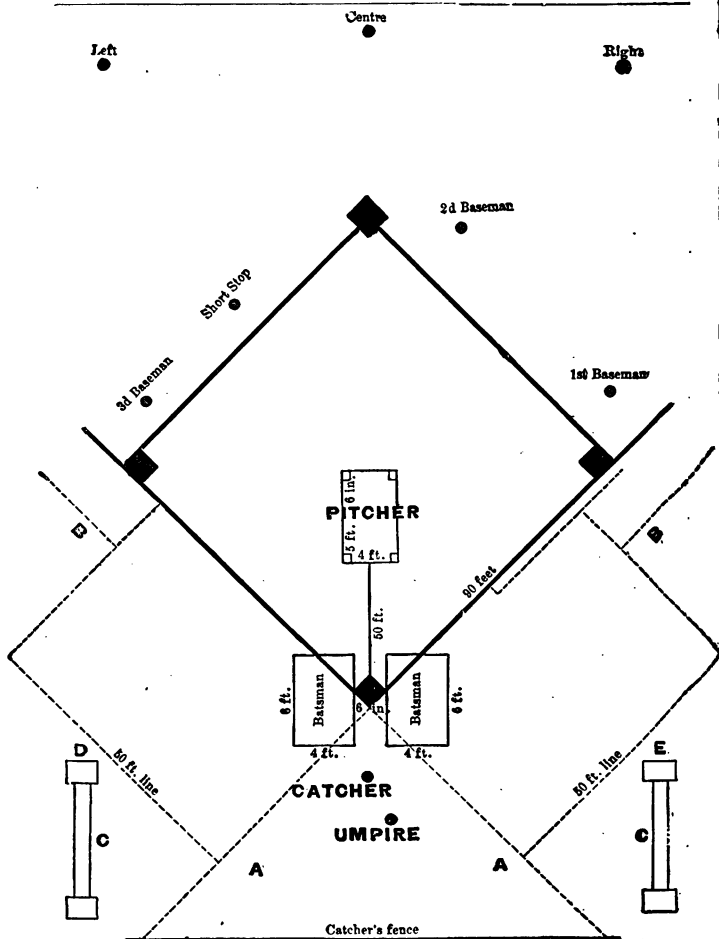


DIAGRAM OF A BASEBALL GROUND.

A, A, Ground reserved for umpire, batsman, and catcher ; B, B, ground reserved for captain and assistant ; C, C, players' bench ; D, visiting players' bat rack ; E, home players' bat rack.

to avoid accidents in slipping, and must be whitened in order that it may be distinctly seen by the pitcher and umpire. At the other corners of "the diamond" are bases, fifteen inches square and four inches thick. They are bags, or hassocks, made of canvas, and stuffed with some soft material. These bases are kept secure in their places by being strapped to a post let into the ground, and not protruding above its surface, or by an iron spike. The first to the right of the batsman is called the "first base;" the second, "second base;" and the third, "third base;" and the circuit of the bases, which the player must make to secure a run, must be made in the order named.

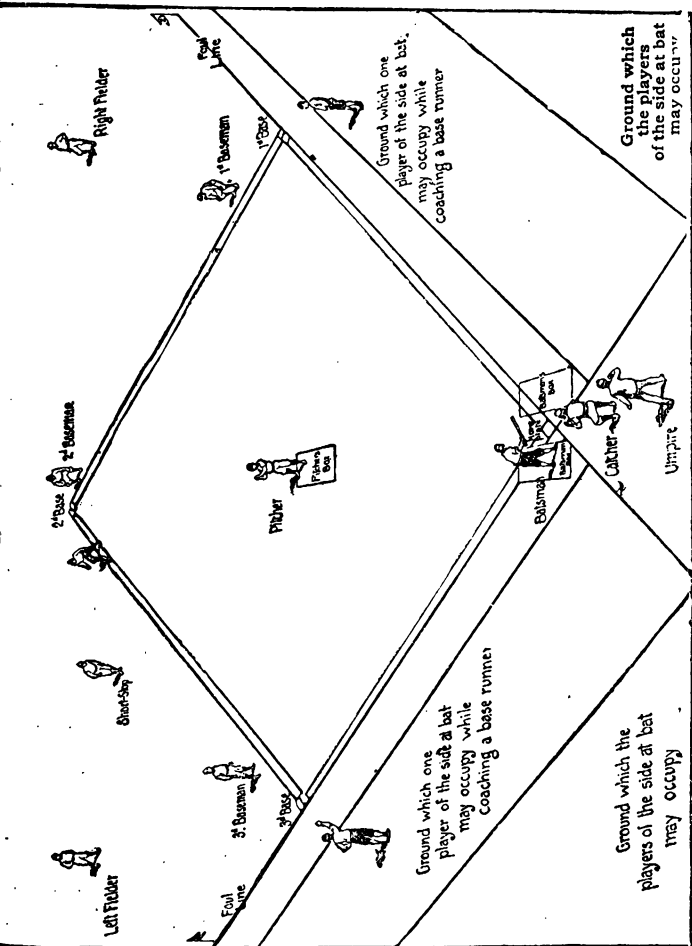
A line is drawn extending from the home plate through first base to the extremity of the field, and another from the home plate through the third base, also to the extremity of the field. These are the "foul" lines, and they must be distinctly marked with chalk or other suitable material (for which a lawn tennis marker may be used), so as to be plainly seen by the umpire. At their extremities in the field there are usually small flags, on standards five or six feet high, called "foul flags," the object of which is to assist the umpire in judging of the position in which the ball falls, for if it takes the ground within these lines it is a "fair" hit, and the batsman must at once start to make the circuit of the bases; while if it falls without the enclosure made by these lines it is a "foul" hit, and the batsman can take no advantage of the hit. So, too, if there should be any runners on the bases they cannot run on such a ball, but must remain at the base they occupied before the hit was made until the ball has been returned to the pitcher, and held by him while standing in his proper position. Parallel to these foul lines others are drawn, to keep the players of the side at bat off the field. These are called "coaching"

lines, and none may enter them except two of the side at bat, who are stationed there by their captain, to coach the base-runners.

For the ordinary purposes of play and in practice, it is not necessary that the ground should be as carefully marked out as here indicated. It will suffice if the ordinary lines between the bases, the foul lines, and those which enclose the pitcher's box are plainly marked. Nor are the usual bases absolutely necessary. Anything which will indicate the position of the bases—a stone let in the ground, or even a chalked space—will be sufficient. It will be found, however, that even in practice bases are not only more convenient, but their use will avoid many a stumble or severer accident.

THE POSITIONS OF PLAYERS.

There are nine men on each side. The choice of innings rests with the captain of the side upon whose ground the match is played. In a friendly game between members of a club on its own ground the captains of the sides decide the choice of innings by lot. The winner of the toss may send his men to bat or place them in the field as he desires. If he elects to take the field, he stations his men as follows (see illustration on opposite page):—One, called the “catcher,” goes behind the home plate; the “pitcher” takes his place in the “pitcher's box;” three men guard the first, second, and third bases respectively; and a “short-stop” is placed nearly midway between second and third bases, and back of the path running between them. These six players constitute the “in-field.” The remaining three players, known as the “right fielder,” “centre fielder,” and “left fielder,” are the “out-fielders,” and are stationed out in the field, back of first, second, and third bases, respec-



GENERAL VIEW OF A GAME IN PROGRESS.

tively. The pitcher must, while delivering the ball, stand in a parallelogram, five and a half feet long, and four feet wide, which is distant fifty feet from the home plate. The captain of the side at the bat may arrange the batting order of his men as he pleases, but when once arranged and given to the scorer or captain of the opposing side, he must follow that order throughout the game.

IMPLEMENTS OF THE GAME.

In addition to the bases already spoken of, there are no other materials necessary for the game except the bat and ball. The bat must be made wholly of wood, except that the handle may be wound with twine. It must be round, although a portion of the surface may be flat on one side; it must not exceed two and a half inches in diameter at the thickest part; and it must not exceed forty-two inches in length. The ball must not weigh less than five and a quarter ounces, and measure not less than nine, or more than nine and a quarter inches in circumference. It will thus be seen that the ball is a quarter of an ounce lighter, and a trifle smaller than a cricket-ball, but it is much more elastic. It has an ounce of solid indiarubber at the centre, and around this is tightly wound elastic woollen yarn. It is covered with horse hide.

It may be said in this connection that several of the players are permitted, and in games where the highest skill is employed are encouraged, to use certain paraphernalia in the way of gloves, masks, and body protectors to shield them from injury. The pace of the pitcher is only limited by his strength, and a catcher standing twenty yards from him would be unable to receive the ball without some protection to his hands. For this purpose

a fingerless glove, the palm of which is thickly padded, is used for the right hand. This enables the catcher to get his fingers over the ball, and securely grasp it to throw it. His left hand is enveloped either in a huge buckskin glove with leather finger-tips, or an awkward-looking mitten, the padding of which reaches a thickness of two inches. With this great pillow he arrests the ball, while with the other less encumbered hand he securely holds it.

A few years ago catchers were severely hurt by "foul tips," the ball glancing off the bat and hitting them in the face and head. At first a piece of rubber, similar to an ink-eraser, was sometimes held between the teeth to lessen the shock, but finally a mask, like that used by fencers, was introduced; and although the catchers objected to the laughter occasioned when they put their head in the wire cage, they have now come to regard it as a necessary adjunct to their position. Not less useful is the body-protector, a great shield of inflated, cloth-covered indiarubber, which hangs from the catcher's neck and fastens about his waist like an awkwardly fitting Falstaffian apron. Thus equipped the catcher is not a thing of beauty, but his position is not an easy one, and even with these safeguards few good ball players would care to stand close up behind the bat and face the hot shot poured into them by the human mitrailleuse who occupies the pitcher's box. However, in amateur games, such pitchers do not appear, and the catcher will have but little difficulty in taking his part in the play without any of the accessories mentioned, save, perhaps, the gloves.

CHAPTER IV.

THE BATSMAN AND BASE-RUNNERS.

UPON game being called the man first on the batting list must take his position at the bat. This he does by standing within a parallelogram, four feet wide by six feet long, with its nearest line six inches distant from the home plate. There are two of these batsmen's boxes—one on the left of the plate for right-handed men, and the other to the right of the plate for those who bat left-handed. The object of these "boxes" is to keep the batsman within decent limits, and prevent him taking any advantage of his position. Should he hit the ball while standing without these lines he is "out."

THE BATSMAN,

having taken his position, awaits the ball from the pitcher. If the ball sent by the latter be a "good" ball—that is, a ball which passes over the home plate at a height not lower than the batsman's knees or above his shoulder—the batsman must strike at it. Should he refuse, he suffers the same penalty as if he had attempted to hit it and failed to do so—that is, a "strike" is called on him; and if three "strikes" are called he is out, provided the ball upon which the last or third strike was called is caught by the catcher. Should the catcher fail to catch the ball the batsman has a chance for his life, and must run for first base. The batsman may strike at any kind of a ball he pleases, good or bad, but a "strike" must be called if he fails to hit the ball. The rule requiring the batsman to strike at every good ball is a wise one, otherwise he might indefi-

nately prolong the game through caprice in selecting a ball to strike at, or he might refuse to strike till he had fatigued and utterly worn out the pitcher, and thus weakened his force. On the other hand, the pitcher is bound to deliver a ball which is "good" according to the definition above given—that is, it must pass over the home plate not lower than the batsman's knee or higher than his shoulder. Every ball he delivers wide of this limited area must be "called" by the umpire, and when four such balls have been called the batsman is entitled to go to first base, and must at once proceed thither.



THE BATSMAN IN THE BOX.

If the batsman succeeds in hitting the ball, and it falls on ground outside the foul lines, the umpire must call "foul ball." A ball so hit counts for nothing, unless, before it reaches the ground, it is caught, in which case the player is out. If, however, the batsman succeeds in driving the ball into the "fair" territory—that is, the space before him bounded to the right and left by the foul lines—he must drop his bat and run at once for first base. If the ball is caught before it touches the ground he is out; or if he is touched with the ball in the hand of a fielder before he reaches first base; or if the ball is securely held by a fielder while touching first base with any part of his person, before he (the batsman) arrives there, he is "out."

The batsman may possibly hit the ball such a drive that it goes to the limits of the field, and cannot be fielded back in time to put him out before he has made the circuit of the bases. Such a hit is called a "home run." A hit which enables the batsman to reach the third base is known as a "three-base hit," likewise one by which he gets to second base is called a "two-base hit"—or, in the technical language of the game, these are "three baggers" and "two baggers" respectively. These long hits do not count in the score any more than the "single" which enables the batsman to get only to first base, except in so far as they assist him further round toward home. A record of them is kept, however, and they are set out in the summary of the game. Let us suppose, however, that his hit has enabled him to reach the first base only. He then begins the attempt to get home, and is

A BASE-RUNNER,

the next player on his side succeeding him at the bat. In his attempt to make the circuit of the bases, and thus tally a run for his side, the base-runner should not wait for the batsman who has succeeded him to make such a hit as will enable him to get "home" or reach the next base, but should take advantage of every opportunity to "steal" from base to base. There is no department of the game so full of life and excitement to the player, or of intense interest and amusement to the partisan spectators, as that of base-running.

A skilful base-runner is often the low comedian as well as the hero of the game, and his antics in trying to deceive the fielders and steal a base excite great amusement among the thousands of spectators that throng the ball grounds in



A "STOLEN BASE."

America. The captain or other coacher, the moment a batsman has reached first base, takes up his position in the coachers' lines near that base, while an assistant is stationed in the lines near third base. These men watch keenly every motion of the pitcher and catcher, or any other fielder having the ball, and shout out their instructions accordingly to the runner. "Now, Jack, take plenty of ground! Don't be afraid! He can't catch you! Wait till he pitches the next ball. Now you're off! No! no! Whoa! Come back! Now go! Slide! slide! There, that's a beauty!" as the runner is seen to emerge from a cloud of dust, and wildly clutch the second base. He has obeyed his captain's com-



SLIDING FOR A BASE.

mands, and in order to evade the touch of the ball in the hands of the second baseman has slid on his breast ten to fifteen feet, and in this position has just reached the coveted bag with the tips of his fingers. A roar of laughter and burst of applause greet him, as, seeing a new opportunity, he is up and off again for third, probably to repeat the experiment at that base. With two men out and a poor batsman at the bat, the expert base-runner has full scope to show his talents. He knows the game may be lost unless he takes the most desperate chances. He is, therefore, constantly on the move, making feints of getting off, in order to induce the pitcher or catcher to throw the ball, and yet

remaining near enough to his base to spring back to it before the ball can be got there. Should the pitcher make a wild throw, or the baseman in his nervousness let the ball get away from him, the base-runner at once seizes the opportunity and dashes homeward.

RESTRICTIONS ON BASE-RUNNING.

As far as the rules of the game are concerned, the base-runner may run from base to base in the direction of the home plate when he likes, with two exceptions. First, he may not run on a foul hit, but must, although he may have "got away" from his base before the hit was made, return to the base, and touch it after the umpire has called "foul ball," and must remain at his base until the pitcher has got possession of the ball and taken up his position in the "box." The reason of this exception is at once apparent. If a base-runner were permitted to run on a foul hit, a batsman would direct his skill and energies to the batting of foul balls, out of reach of the fielders, for the sole purpose of bringing home the base-runners. Second, the base-runner may not run on a hit which has been caught "on the fly" until after the ball has been momentarily held by the player catching it.

This restriction, which of all the rules of the game seems the most difficult both of comprehension and practice in this country and to beginners, is necessary in order to prevent a base-runner taking advantage of a hit which in effect is not a hit. If A and B were batting in cricket, and A should make a hit that seemed good for four, and should proceed to "run it out," he would not be entitled to a single run if the ball were caught, no matter how many times he had made the journey between the wickets. In the same way the batsman in baseball secures nothing

by making a long hit which is caught, and therefore the base-runner should not be permitted to take advantage of it. But there is one marked difference between cricket and baseball, which must be understood before one can comprehend the meaning of the expression "momentarily held" by the player catching it. In cricket, when a batsman has been caught play is suspended, and the ball is practically a dead ball until another batsman takes his place at the wickets. In baseball, if there are runners on the bases, the putting out of the batsman or of one of the base-runners does not interrupt the game. The ball is always in play, until the third man has been put out and the innings closed. Therefore, if the batsman makes a long hit to the outfield, and the ball is caught, the base-runner is compelled to wait at his base only until the player catching it has "momentarily" held it (as a proof that he has made the catch), and then the base-runner may resume his running, and attempt to steal the next base. Should he have started from the base he must return to it, and touch it after the ball is caught before he can attempt the following base.

With these two exceptions, then, there is nothing to prevent a base-runner the moment he has reached first base from continuing on around the bases, except the watchfulness and good play of the fielders. The runner will find that it will require great alertness, good judgment, speedy sprinting, and pluck and daring to "steal a base." The distance from base to base is thirty yards, and however fast he may run he will find, if the throwing and catching of the fielders is fairly good, that the odds are that when he reaches the next base the ball will have reached there before him, and the baseman will be standing ready to touch him with it. He must, therefore, look out for an exceptional chance to make the steal.

GETTING A GOOD TAKE-OFF.

The pitcher in delivering the ball to the batsman must face the latter. His back is therefore turned to the base-runner, and the latter has accordingly an advantage, and will use it in taking as much ground as possible, and the moment the ball leaves the pitcher's hand make a dash for the coveted base. If the catcher is playing up close behind the bat, and is a good thrower, he will receive the ball and throw it quickly to the base toward which the base-runner is running to intercept him. A good catcher, assisted by a good baseman, will put the runner out almost to a certainty by this play. But if the throw is inaccurate, or the baseman fails to hold the ball, the runner will make his base. He should be prepared to take advantage of every error of his opponents, and if the throw is "wild," or the baseman unable to hold the ball, it may roll into the field, and the base-runner will thus have an opportunity to make for the next base, and possibly reach the home plate. A daring base-runner, taking these chances, will often demoralize the fielders, as after a thrown ball has been dropped it is no easy task to recover it and throw it accurately to the next baseman. Thus, when there are two base-runners an attempt to put out one, who has tempted the fielders into throwing the ball, will frequently result in both scoring.

There may be three base-runners on the bases at one time, under the following circumstances. Suppose the nine players of the side at bat be represented by the first nine letters of the alphabet. A, the first batsman, hits the ball and reaches first base. B, who succeeds him, does the same; A in the mean time having reached second base. C then goes to bat, and by a hit enables A to reach third base, and B

second base, while he himself reaches first base. There are thus three men on bases, and the situation is a most interesting and at the same time critical one. Unless D is a good batsman, there is a likelihood not only of his being put out himself, but of one or more of the base-runners being put out also.

RUNNERS FORCED TO RUN.

As two men cannot at one time occupy the same base, all the basemen are forced to run, provided D does not "strike out" or is not caught on a fly, for D must upon hitting the ball run for first base, which must be vacated by C to make room for him. As the second base is occupied by B, and the third by A, C will thus be caught in a trap, unless A and B both move on. Should D be so fortunate as to make a good hit the difficulty would be solved for A, and probably B, would reach home, leaving the coast clear for C and D as well. Suppose, however, that D hit the ball along the ground to the short-stop (see illustration, p. 27), the latter might quickly field it to the second baseman, who would simply touch the second base, thus putting out C, who has been forced off first base by the batsman, and then throw it rapidly to the first baseman, who, touching the base before D reached it, would put the latter out. A "double play," putting out two men, would thus have been accomplished. B would, if he remained on second base, not be affected by the play, as C being put out, B would not then be forced to run. Of course A, the ball being engaged elsewhere, ought to attempt to reach home, and could doubtless succeed, as the first baseman, unless by exceptional quickness, could not get the ball to the home plate in time to intercept him. The proper play, therefore, under the circumstances mentioned above, would be for the short-

stop, immediately upon securing the batted ball, to throw it to the catcher, who, touching the home plate, would put out A, and then throw it to the third baseman, who, touching that base, would put B out, both these players being obliged to vacate their respective bases to make way for those following them. Of course, D, the batsman in this case, and C (who during the play had reached second base) would not be put out, but their lives could well be spared for the sake of putting out A and B, who were further advanced toward scoring.

TOUCHING THE BASE, NOT THE RUNNER.

While in all cases a base-runner may be put out by being touched when off a base with the ball in the hands of a fielder, there are certain circumstances in which it is only necessary that the fielder while holding the ball should touch the base toward which the runner is running.

The reason of this difference lies in the fact that in the one case there is only one base open to the base-runner, while in the other he may, if he fails to reach the base he is making for, return, if he is able, to the one he has left. For illustration, the batsman the moment he makes a fair hit must run to first base. He has no option in the matter. No matter how feeble the hit, provided the ball fall upon fair ground, he must run to first base. If, therefore, the ball is fielded to that base, and the fielder touches the base while holding the ball before the runner reaches the base, the runner is out. So if, when a batsman becomes a base-runner, the first base, or the first and second bases, or the first, second, and third bases, are occupied by base-runners, the base-runners must each advance to the next base respectively. They have no option in the matter, and it is,

therefore, only necessary in order to put any one of them out that a fielder with the ball in his hand shall touch the next base. So, too, if a base-runner leaves a base to which he is entitled after a fly ball has been batted, he must, in case the ball has been caught, return to the base and retouch it, after the ball has been momentarily held by the fielder, before he can proceed. This rule is imperative, and therefore if a fielder having the ball touches the base before the base-runner has returned to it, he is out. If he had any choice in the matter, and might go on or return, it would then be necessary to touch him with the ball, but as there is no such choice it is only necessary to touch the base.

CHAPTER V.

“THREE MEN OUT, ALL OUT.”

THE great feature of baseball is the rule providing that when three men are out the side is out. It has given life and briskness and variety to the game, and tends to equalize the opportunities for batting and fielding, so that they are evenly distributed between opposing sides. In an ordinary match every player goes to the bat from four to six times during the nine innings, which rarely last more than an hour and a half. He has, therefore, perhaps half a dozen chances for run-making, and assisting others to get runs for his side. If, as before, the nine players of a side are represented by the first nine letters of the alphabet, it will be possible to illustrate the manner in which they go to bat and rotate in regular order. Suppose A, for example, makes a hit. He becomes at once a base-runner, and, if he reaches first base safely, holds that base. B follows, and by

a smart hit also reaches first base, sending A to second. C takes the bat, but is caught out. There is then one man out. D next takes the bat, and by a drive sends A home, but B in running to third base is put out. There are now two men out.

Thus one run has been scored (by A), two men are out (C and B), and there is one base-runner (D at first base). E goes to bat, and while he is waiting for a ball D steals second base. E then hits the ball, but is thrown out at first base. Three men being now out, the innings is closed. This side then takes the field, and the opposite side comes in to bat. When it in turn has lost three men, and thus completed its innings, the first side returns for its second innings. As E was the last man to bat in the previous innings, F is now the first man to bat. Let us suppose that he makes a hit, and that G, H, and I, following, also make hits, E scoring on I's hit. A will then go to bat, and be followed by B, and those after him, until three men have been put out, when the side again retires to the field, and the opposite side comes in for its second innings. The game thus proceeds till both sides have completed nine innings.

It should, however, be noted that "if the side first at bat has scored less runs in nine innings than the other side has scored in eight innings, the game shall terminate." In other words, if A's side goes first to bat, and at the end of its nine innings its score is, say, eight, while X's side has scored nine at the end of its eighth innings, the game shall terminate, for X's has already won the game. So, too, "if the side last at bat in the ninth innings scores the winning run before the third man is out, the game shall terminate" (see *Playing Rule 22, b*). In the case as illustrated above, if A's side has scored eight runs at the

close of its ninth innings, and X's side has scored seven runs at the end of its eighth innings, of course X's side has to make one run to tie the game, and two runs to win it. If it makes but the one run, and a tie results, a tenth innings must be played, or as many more as are necessary to decide the game. But if in the ninth innings before three men are out X's side scores two runs, the game terminates the moment the second run is scored.

It should, perhaps, be stated that no points are scored in the game except runs, and that to make a run it is necessary for the player to make a circuit of the bases, and reach home base. A player may make a hit which enables him to reach third base, or by daring base-running he may steal second and third bases, but if before he can get home the three following players are put out, his hit or his base-running will avail him nothing. So if at the close of an innings three men are left on bases nothing is scored to the side on that account.

This, it will be observed, varies from the rounders rule of giving every batsman and base-runner credit in the total of runs for every base he reaches. If, for instance, he gets to second base, he scores two runs; if to third, three runs; and if home, four runs. In baseball, on the contrary, the batsman scores nothing till he has made the complete circuit of the bases, and then he scores but one run. This rule has been found to work to very great advantage, as it promotes team work and encourages each player to exert his best skill for the good of his side rather than for his own benefit. Many a good player, when there is a base-runner on second or third base, will gladly make a sacrifice hit, that is, will drive the ball into right field, knowing that in doing so the ball will in all probability be fielded to first base before he can reach there, and thus he will lose his own

life, but that while he is being put out the base-runner on second or third base will reach home and score for the side.

CHAPTER VI.

FIELDING.

THERE is no department of the game so full of life, activity, and interest to the player as field-work. The fielder is always in motion, and constantly on the alert to put out a batsman or a base-runner, or to assist another fielder to do so. It is a peculiarity of baseball that not only are the movements of the fielders closely watched with keenest anxiety by the other players and the spectators, but it is the only game in which the scorer keeps a record in which the fielders are credited with every play they make tending to put out an adversary, and debited with every error which results in giving a life to an opponent. In cricket, a batsman takes credit, as far as the records go, for as many runs as he can put together, no matter how they are compiled. Many of the largest scores of the most eminent batsmen have been made after a chance, or several chances, to put out the player had been given and missed. The score-sheet does not record this, nor is there any record kept of the man or men who missed the catches. In baseball the batsman is given no credit for hits that were made when they might have been stopped, while the luckless fielder is debited with every error he commits, and these errors as charged up to him appear in the score published in the newspapers, and preserved in the club score-book.

At the end of the season each player's fielding average

is accurately computed by finding the relation his errors bear to the total chances he had to put out men. Suppose, for instance, he played in a dozen or more games, and that in these games he "put out" forty men, "assisted" thirty-five times, and made eight "errors." His total number of chances were eighty-three, of which he accepted seventy-five. His average would, therefore, be expressed by the decimal 0.903. It should, perhaps, in this connection be explained that an "assist" is given to every player who handles the ball in assisting a put-out or other play of the kind. For example, if the batsman sends a ball along the ground, and the short-stop captures it and throws it to first base in time to put out the base-runner, he is given an "assist" for the work—even if the baseman misses the ball and fails to put the runner out. If, however, the short-stop should fumble the ball, and is too slow in handling it, or throws it too widely to put out the runner, he is charged with an "error." Sometimes it happens that the ball passes through two or three hands; in this case each of the players who handles the ball is credited with an assist, except the man who puts the runner out, who is credited with a "put out."

The keeping of this kind of a score naturally stimulates every fielder to make the best possible record; and to accomplish this he will, if he has any interest in the game, put in every spare moment in acquiring a facility in making "pick-ups," all kinds of catches, and in throwing the ball quickly and accurately.

At the outset, however, and before the skill of the men who intend to learn the game is known, the captain may have some difficulty in assigning the players to the different positions. The following suggestions, therefore, may be of some assistance to him:—

THE PITCHER AND CATCHER.

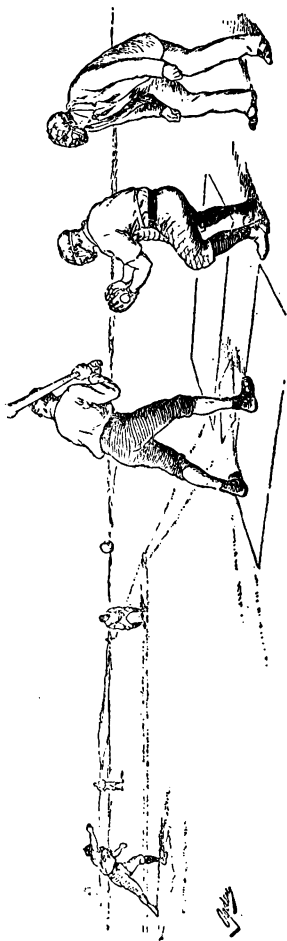
The two most difficult positions to fill are those of "pitcher" and "catcher." The pitcher is the only player whose position on the field is prescribed by the rules of the game, the others being permitted to play wherever the captain sees fit to station them. The "pitcher's box," as previously described, is a parallelogram four feet wide and five and a half feet long, distant fifty feet from the centre of the home base.

In taking up his position in this box to deliver a ball he must face the batsman and have both feet square on the ground, with one foot on the rear line of the box. He may not raise either foot, unless in the act of delivering the ball, nor make more than one step in delivering it. He must hold the ball before delivery fairly in front of



POSITION OF THE PITCHER.

his body, and in sight of the umpire. Should he raise his arm to deliver the ball to the batsman, and, instead of doing, pause—either to throw the ball to a base for the purpose of catching a base-runner off his base or to make feint to do so—the umpire must at once call a "balk," in which case the batsman may take his base (that is go to first base as if he had made a hit), and whatever base-runners are on bases may also advance a base. A balk



THE PITCHER AND CATCHER, BATSMAN, AND UMPIRE.

is defined by the rules as any motion made by the pitcher to deliver the ball to the bat without delivering it.

The only restrictions whatever on the pitcher's delivery are that he must face the umpire before beginning the movement to pitch the ball; that, once this movement is begun it must be completed; that in the act of delivering the ball he must keep his right foot on the back line of the box (or his left foot if he is left-handed), until in the swing of his arm he moves his body, and that then he may raise the rear foot and take one step in advance, and one only.



LAST MOVEMENT IN PITCHING.

The delivery may be fast, medium, or slow; under-hand, over-hand, round-arm, or straight-arm; or a jerk, a pitch, a toss, or a throw.

Originally, and for many years, the pitcher was required to pitch the ball. As the interest in matches increased, and the pitchers became expert in their delivery, a tendency was manifested to raise the arm higher and higher. It was often difficult for an umpire to decide when the rule had been transgressed, and disputes constantly occurred. Finally all restrictions were removed, and the pitcher may now raise his arm and hand as high as he likes.

The ball must, however, be delivered over the home base, and at an altitude not higher than the batsman's shoulder or lower than his knees. Of course it will be the object of the pitcher while doing this to deceive the batsman as much as possible to prevent him hitting the

ball. Expert pitchers among the professionals in America have acquired such proficiency, that they are in many cases



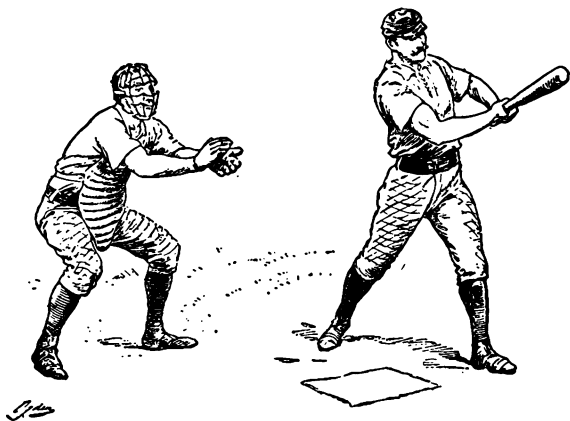
DELIVERING THE BALL.

able to completely outwit the batsman, and force them either to "strike out," or hit the ball in such a way as to be readily put out by the fielders. These pitchers are able to break the ball in the air, and to give it such a curve that, either while apparently going wide of the plate it suddenly becomes a "good ball," or while starting out apparently a good ball it suddenly swerves off out of reach of the batsman. They also are able to command the pace of the ball to

such an extent as to deliver a ball at great speed or slowly with apparently the same motion and degree of effort. Such expertness is neither expected or required of amateurs, and among beginners it will suffice if the pitcher can control his delivery, so that at a fairly good pace he can send the balls over the home plate and at the required altitude. He should be quick in his motions, and keep a watchful eye on the bases to prevent base-runners getting too great a take-off. Above all things, he should keep cool and guard his temper, no matter how hard he is being batted, or how many errors the supporting fielders may make.

THE CATCHER

must be a plucky and fearless player. The pitcher and catcher are often called "the battery," and the catcher is obliged to face the hot shot poured into him by the pitcher. He must not only be a good catch, but a quick and accurate



THE CATCHER BEHIND THE BAT.

thrower also. The distance from where he stands (close up behind the bat) to the second base is considerably over forty yards, and on his ability to throw that distance after quickly recovering himself from catching the ball, the winning or the losing of the game depends. When there are no runners on the bases, and until two strikes have been called on the batsman, the catcher stands from fifteen to twenty yards behind the home base, and has nothing to do but return the ball to the pitcher. When, however, there are men on the bases, or if two strikes or three balls have been called, and a

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missed third strike or a fourth ball would entitle the runner to make an attempt for first base, the catcher should stand up close behind the batsman and, dodging the swinging bat, catch the ball. Otherwise the throw to the base would be too great to catch the runner.

THE IN-FIELDERS.

Next in importance after "the battery," are the in-fielders—the three basemen and the short-stop. In selecting them the captain should pick out men who are not only good catchers, but good throwers. They must be quick of foot, arm, and head, and must know what to do at each critical point and how to do it. They should be trained to assist and "back up" each other, so that any error made by one should have as slight consequences as possible.



FIRST BASEMAN
CATCHING A HIGH-
THROWN BALL.

THE FIRST BASEMAN.

In choosing a man for the position of first baseman care should be exercised in picking out a player who is a sure catch of swiftly, and even wildly, thrown balls. He should have a long reach, and be able to hold the ball at the extremest stretch of his body while touching the base with one foot. In a majority of instances the moment a ball is captured by an in-fielder he throws it with all his strength to the first baseman. If the latter lacks courage or skill and lets it go past him, the damage is irretrievable, as the base-

runner will make a dash for the next base and may possibly reach home. There is an art in catching a swiftly thrown ball which may be acquired by practice; but a few trials will quickly show whether the man has in him the makings of a first baseman. If he has not it is simply time thrown away to try to teach him to cover the base. In fact, he is an expensive incumbrance in any in-field position, and if retained at all on the nine, as may perhaps be advisable on account of his batting, he should be relegated to the out-field, where his chances to commit errors are comparatively few. A good catcher of thrown balls is usually a graceful fielder, and can readily be distinguished by the ease and sureness with which he handles the ball in practice.

SECOND AND THIRD BASEMEN AND SHORT-STOP.

The second and third basemen, as well as the short-stop, should be selected on account of their suppleness and agility. Their chief work consists in neatly and quickly picking up swiftly batted ground balls, and accurately throwing them either to first or one of the other bases to intercept a base-runner. The second and third basemen should also be sure catchers of thrown balls, as both the catcher and pitcher will, when there are men on bases, throw without warning to the men guarding these bases, either to catch the runners "napping," or to head them off if they have started to run for the next base. The short-stop is a



CATCHING A RUNNER OFF
HIS BASE.

general utility man, and should be prepared to play the second base in case a left-handed man is at bat, or when the second baseman is playing away from his base, and the catcher attempts a throw-out at that base. He should also be alert to back up both second and third bases, to quickly recover a thrown ball that is too wide for the baseman to recover or has been poorly fielded, and to run into the field to assist an outfielder to return a long hit into the diamond. In throwing a ball which a short-stop or a



PICKING UP A
"GROUNDER."

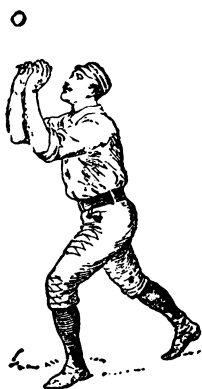
baseman has picked up hot from the bat, coolness and judgment should be exercised. To face the ball requires nerve and precision. Its bound must be calculated both as to speed, distance, and direction. In the excitement of the moment it is not always easy to hold it securely, and for that reason the fielder should practise himself in the exercise of deliberation. A great majority of the misplays arise from the haste of the fielder to throw the ball, and as a result it either slips out of the hand as the arm is raised, or goes a dozen feet or more over the head or wide of the reach of the baseman. If the fielder schools himself to stop after the fielding of the ball, and pause long enough to recover his footing and direct his aim, his chance of making errors will be greatly lessened.

It should be said in this connection that under no circumstances should a "shy" or a "jerk" be permitted, even from the extremest limits of the out-field. Such a handling of the ball is allowable in cricket, where the chance of throwing out a batsman by stumping him is not very great. But in baseball there is no time for such a slovenly movement. The ball should be thrown as smartly and

with as great precision as the fielder is capable of. Skill in throwing should be cultivated by constant practice. The ball should be grasped firmly in the hand, with the index and the next finger over the ball, and it should then be thrown with as little movement of the body as possible, the arm being lifted high above the shoulder and brought straight forward to give a quick impetus to the ball. It is somewhat remarkable that this way of grasping the ball, which seems to be confined at this time to baseball players, is exactly the style of handling the ball among the ancient Greeks, as illustrated by fragments of sculpture in the British Museum.

THE OUT-FIELDERS.

The out-fielders should be selected with reference to their ability to catch difficult, hard-hit fly balls, and speedily return the ball to the in-field. There are few positions so trying to an inexperienced player as the out-field. This was proved by the experience of the professional players in England in 1890. Many of them, beginning as tyros, soon acquired a most commendable proficiency, but in every instance these were men who were assigned to in-field positions. The out-fielders, with hardly an exception, were unable to accept half the chances offered them. The out-fielder should be instructed to keep constantly alert, and to try for everything that comes into his territory. If it be a ball swiftly bounding along the ground, he should face it or try to intercept it by fleet running. And if it be a fly-ball, he should not wait patiently for it to come into his



CATCHING A FLY-BALL.

hands, but should run up to it, or to one side or the other, until he can get under it, and thus capture it. A good

fielder can judge with great accuracy where the ball will come, and if he is too far in will have time in many cases to turn his back to the ball, run out a dozen yards or more, and then turn again and make the catch.



MAKING A RUNNING
CATCH.

There should, therefore, be no repose in the attitude of an out-fielder, but, on the contrary, he should be constantly on the move, and prepared to make a quick play not only in capturing the ball, but in sending it back on the instant to the in-field. The habit, so common, of tossing the ball into the air after catching it must of course be abandoned. It is not consistent with the play in baseball, where the fielder, to accomplish a double play or to prevent a base-

runner stealing a base, must act quickly and be prepared for a hasty throw. Generally speaking, the out-fielder, upon catching a fly ball or recovering a ball that rolls along the ground, should throw the ball to the second baseman, as that position is to a certain extent the keystone of the in-field. There are, of course, exceptions to this rule, which the out-fielder will learn by experience, but until he does acquire them, he will do well, whether playing in right-field, centre-field, or left-field, to throw the ball to second base the moment he gets it.

CHAPTER VII.

HINTS FOR LEARNING THE GAME.

It is difficult for those who have never seen a game played, no matter how simple it may be, to acquire a practical knowledge of it from printed instructions. The embarrassment in trying to learn baseball without an experienced teacher is, perhaps, greater than in the majority of other outdoor games, on account of the fact that it appears at first to resemble rounders, and yet differs widely from that crude sport, and also from the fact that the published rules are full of technical expressions, and have been drafted to cover points which have arisen in matches between professional clubs playing for national supremacy in contests where the keenest rivalry has at times tempted individual players to encroach upon the established laws of the game. As has been stated elsewhere, the rules of baseball will not be found to be either complicated or obscure when once the rudiments are mastered. When a player can be found who has participated in a game or watched a few contests, no difficulty will occur in breaking in novices; but as there are hundreds of athletic organizations desirous of trying baseball, none of whose members have the slightest knowledge of it, the following suggestions, which are the result of successful experience, may be of value:—

The most intelligent of the number should be called together, and the general plan of the game carefully studied. For this purpose there can be no better text-book than a score-sheet of a game which has been played. Under the chapter on scoring two such score-sheets are given. With the aid of the diagram on p. 27, the game as

recorded on p. 64 may easily be followed through every detail of play, as the score shows the order in which the players in this match went to the bat, the hits they made, and how and by whom they were put out. After this game has been carefully read, innings by innings, the movement of each player being followed on the diagram, the intending players may go into the field.

MARKING OUT THE GROUND.

The laying out of the ground is a simple matter, as the coachers' lines and catcher's lines need not be marked for practice games, and any square stone let into the ground, or a square marked on the ground with whitening, will serve for the home base. The position of the home base should first be selected, and it would be well to place it on the east or south side of the field, so that the afternoon sun will be on the backs of the fielders. Having determined the position of the home base, measure off from this, in a direct line down the field, 127 feet and four inches, which will be the site of second base. Then take a cord 180 feet long; have one man standing on home plate hold one end, and another man standing on second base hold the other end. If a third man, grasping this line exactly in the middle, carry it to the farthest limit he can reach toward the right of the man standing on the home plate, this limit will be the site of first base. If then, still holding the middle of the line, and the ends of the line being still held by the men on home and second bases respectively, he walk directly across the field, the limit of his tether will mark the position of third base. The points thus indicated will be found to be the corners of a square, the sides of which are each ninety feet long. With a tennis marker a sufficient line can be made from base to base, and the "diamond" will thus

be laid out. It will then, if bases are used, only be necessary to fasten these bases in position, which may easily be done by driving a spike with a ring in the end into the ground, and strapping the base fast through this ring. The next and only remaining bit of work is to mark the position of the "foul" posts or flags, which may easily be done by sighting with the eye an imaginary line extended through home and first base on one side, and home and third base on the other side. These foul flags may be put at any distance out in the field, and as an assistance to the umpire, it would be well to mark the line to them with the tennis marker.

SELECTING THE PLAYERS.

The ground having thus been laid out, let us suppose there are eighteen men ready to learn the game. Two leaders, or captains, should be first selected, and they in turn will "pick up" the respective sides. Before beginning the game, both captains should make a list of their players in the order in which they think it best to send them to bat, and then should assign them to the positions they are to fill in the field. As all are tyros, this assignment both as to batting order and fielding will be a matter of speculation; but it is probable that the capacities of the men have been to some extent tested by their experience in cricket, football, lacrosse, hockey, or other games. In giving them their fielding positions, the captain should select his best catcher and thrower for the catcher's position; a man who can throw well and without tiring for pitcher, and a tall man and a plucky one for first baseman. Of the remainder, he will put those who can handle the ball best on the bases, and the others in the out-field.

These assignments having been made by both captains,

and indicated by placing the initials of the positions after the players' name—C., to represent catcher; P., pitcher; 1 B., first base; 2 B., second base; 3 B., third base; S.S., short-stop; R.F., right field; C.F., centre field; and L.F., left field;—the next thing is to take the men on the field and station them at their respective places. This done, let the captain (who will probably play first base himself, as that is a point from which he can most easily direct the movements of his men) withdraw the pitcher and catcher from their respective positions, and place one of them, with ball in hand, on the home base, directing him to throw the ball along the ground, easily at first and then sharply, to each of the in-fielders in turn, and instructing the latter to field it as quickly as possible, and the moment they get it in hand to throw it to first base. This will allow them to ascertain by practical experience how the ball should be handled, and the care and speed which must be used in making the in-field throws. In like manner the ball should be thrown several times to the out-fielders in turn, first bringing them in toward the bases, and as they gather confidence in catching high-thrown balls, sending them gradually back until they reach the proper distance at which they will be required to play. After a quarter of an hour of this practice, let a batsman take the place of the thrower at home base and try to bat the ball to the in-fielders and out-fielders in turn. Few players will be able with the bat to direct the course of the ball with sufficient accuracy at the first attempt, but practice will enable a good batsman to get more and more command of it.

The stopping of a batted ball is a very different thing from the stopping of a thrown ball, and hence the advantage of this kind of drill. If the captain, during the performance

and after the players have become accustomed to throwing to first base, direct them to throw to the other bases, by calling out the name of the base, it will greatly assist the beginners, as it will familiarize them with the position of the bases and the strength necessary to throw to them accurately and quickly. It is supposed that while one side is having this practice, the other will be looking on, and thus be ready with greater quickness to acquire familiarity with the play when its turn for the preliminary practice begins. Both sides having indulged in fifteen or twenty minutes of this kind of exercise, the game proper may then be begun.

HOW TO BAT.

It will hardly be necessary to practise the men at batting, as that feature of the game will be readily acquired by experience of actual play. It should, however, be borne in mind that batting in baseball is very different to batting in cricket. In the latter there are stumps to protect, and the bat is held as a guard to the wickets. In baseball the striker should stand erect, with both feet together, the weight thrown on the ball of the left foot, which is placed slightly in advance of the right foot. The bat should be grasped firmly with both hands a few inches from the end of the handle of the bat, and held perpendicularly over the shoulder. In hitting the ball the motion should be with the wrist and arms, and not with the shoulder and body.

A "swipe," or a "pull" is the worst kind of a hit, and



HOW TO HOLD
THE BAT.

the batsman who attempts either should immediately be reproved by his captain. The object in hitting the ball is not to send it up in the air or a long distance in a sky-curve, but to drive it just over the heads of the in-fielders or between them. This can be accomplished by wrist and arm play much better than by throwing the whole weight of the body into the stroke. The latter usually results in a miss of the ball and a spin around that is apt to throw the striker off his feet. The bat should be treated as a good billiard player handles his cue, or a violinist his bow. Above all things the batsman should bear constantly in mind that the success of his side is the one thing to be achieved, and should shape his efforts accordingly. He should post himself as to the number of men out, and the state of the score, and if there are men on bases, the consequences to them of a hit in any particular direction. Then he should shape his hit accordingly, counting the result to himself personally as of little matter if he can bring home a man for his side.

An umpire will be necessary in all matches, but in practice games the catchers of the respective sides may discharge the umpire's functions, and it will be taken for granted that the player who occupies the catcher's position will have familiarized himself with the rudiments at least of the game.

CHAPTER VIII.

THE SCORING.

SCORING in baseball may be a very simple or a very complex matter. In practice games it will suffice if a record is kept of the rotation in which the players go to the bat, the order in

which they are put out, and the number of runs scored. If numerals are used to designate an out, and a dot (.) to show when a run is made, a simple score may be kept as shown on p. 64.

More than this, however, is necessary, if a reasonably full and correct score is required, such as will show the character of the batting, by whom it was done, and the several performances of the fielders. Generally speaking, the following points of play should be recorded:—The number of times a batsman goes to bat; the number of times he is sent to base for being hit with a pitched ball; the number of times he is sent to base on account of the pitcher's illegal delivery; the number of times he is sent to base on four bad balls; the number and character of base-hits he made; the number of runs he scored; the number of men each player put out; the number he assisted to put out; and the number of errors he made. The record is still hardly complete without showing the number of sacrifice hits (see *Technical Terms*, p. 79) and stolen bases by each player, and the passed balls, strikes, and wild pitches; but the scorer may be excused if he fails to note these until he has become expert in keeping the run of the essentials named above.

In making the entries in his score-book, each individual scorer will doubtless employ terms of his own invention, and will find a system of mnemonics and word abbreviations which will serve his purpose, however unintelligible they may be to others. There is, however, a great advantage in uniformity of symbols, as by their use any one understanding them, may years afterwards read a game recorded by another. The simplest system, perhaps, was devised years ago by Mr. Henry Chadwick, and is now in use by many persons who report matches for the newspapers. It is too

Preston North End .. Aston Villa .. Deepdale .. F Brown

North End	Pos	1	2	3	4	5	6	7	8	9	Times at B.	R.	1B.	2B.	3B.
¹ Hendry	2B	1	.			3			1			1			
² Hursely	3B	2	.	2			1		3			1			
³ Mackay	C		.	3						1		1			
⁴ Sanders	L.F.	3	.		1		2					1			
⁵ Lofford	R.F.		2		2		3			2		1			
⁶ Gillespie	S.S.		.		3			1		3		1			
⁷ Stewart	C.F.		3					2				1			
⁸ Trainer	1B		1	1		1		3				0			
⁹ Hogan	P.		.			2			2			1			
TOTAL		0	8	0	0	0	0	0	0	0		8			

Earned Runs .. 3 Base Hits .. 3 Base Hits .. Home Runs .. Bases Struck
 Double Plays .. Triple Plays .. Bases on Called Balls .. Bases on Hit by Pitched Balls
 Struck out by .. Passed Balls .. Wild Pitches by .. Time of Game .. Umpire

Preston North End .. Aston Villa .. Deepdale .. F Brown

Aston Villa	Pos	1	2	3	4	5	6	7	8	9	Times at B.	R.	1B.	2B.	3B.
¹ F. Barr	1B	.	.			.		2				3			
² J. Devey	3B	1	.	3								1			
³ Simon	C	.	.		1							2			
⁴ W. Barr	C.F.	.				3		3				1			
⁵ Hiddawson	L.F.	.			2				1			1			
⁶ Dawson	S.S.	2	2		3		1		2			0			
⁷ Brown	P.		3			.	2		3			1			
⁸ Cowan	2B	3		1		1	3					0			
⁹ Simmonds	R.F.		1	2		2		1				0			
TOTAL		4	3	0	0	2	0	0	0			9			

Earned Runs .. 3 Base Hits .. 3 Base Hits .. Home Runs .. Bases Struck
 Double Plays .. Triple Plays .. Bases on Called Balls .. Bases on Hit by Pitched Balls
 Struck out by .. Passed Balls .. Wild Pitches by .. Time of Game .. Umpire

GAME SIMPLY SCORED—PRESTON NORTH END v. ASTON VILLA.

complex for the average scorer, but modified in some respects will be found most useful. He indicates a base-hit by a cross ($\begin{array}{|c|} \hline \text{—} \\ \hline \end{array}$) for one-base hit, a double cross ($\begin{array}{|c|} \hline \text{—} \text{—} \\ \hline \end{array}$) for a two-base hit, a triple cross ($\begin{array}{|c|} \hline \text{—} \text{—} \text{—} \\ \hline \end{array}$) for a three-base hit, and a cross with four arms ($\begin{array}{|c|} \hline \text{—} \text{—} \text{—} \text{—} \\ \hline \end{array}$) for a home run.

The movements of the player may be denoted by the following signs and abbreviations :—H., hit by the pitcher ; B., base on balls ; K., struck out ; P., passed ball ; S., sacrifice hit ; F., out on a fly ; Fo., out on a foul ; R., run-out between bases ; (.), a run ; 1, 2, 3, outs in the order in which they occur ; and the same numerals enclosed in a circle to indicate left on bases, and to show which base the runner was left on.

It is taken for granted that the scorer is more or less familiar with the game, sufficiently so at least to determine the difference between a "safe hit," or a base hit, and an error. Unless this discrimination can be made, the task of scoring should not be attempted, as it would be unfair to entrust one so ignorant with the accounts between the players. The definitions of these terms will be found in the list of Technical Terms, on p. 79. These learned, the scorer will be able to read or translate the *fac-simile* of a score of a game actually played, given on p. 64.* It will be observed that it is the same game illustrated by the score on p. 62 ; but while that is a mere skeleton, the whole story is told here.

On the left of the names of the players are numerals, showing the order in which they go to bat. These numerals

* This score is from the note-book of Mr. Busby, the official scorer of the Preston North End Club.

Preston North End vs. Aston Villa at Deepdale, J. Brown

North End	Pos	1	2	3	4	5	6	7	8	9	Times at B.	R.	B.	E.	AB	PA
1 Hendry	2B	$\frac{6-1}{1}$	+	E8 ②		$\frac{7-1}{3}$			$\frac{7-8}{1}$	
2 Livesey	3B	$\frac{2-1}{2}$	+	$\frac{3-4}{2}$			$\frac{3-4}{1}$		$\frac{6-1}{3}$	
3 Maskrey	C	+ ①	$\frac{3-1}{1}$	$\frac{3-9}{3}$			B			$\frac{K3}{1}$
4 Sanders	L.F.	$\frac{3-4}{3}$	B 7-30		$\frac{3-1}{1}$		$\frac{3-4}{2}$			$\frac{K3}{1}$
5 Colford	R.F.		$\frac{9-1}{2}$	$\frac{3-3}{2}$		$\frac{3-9}{3}$			$\frac{3-4}{2}$	
6 Gillespie	S.S.		B ②	$\frac{2-1}{3}$				$\frac{9-1}{1}$	$\frac{3-2}{3}$	
7 Stewart	C.F.		$\frac{7-6-1}{3}$			B ②		$\frac{3-2}{2}$		
8 Trainer	1B		$\frac{K3}{1}$	$\frac{2-1}{1}$		$\frac{3-2}{1}$		$\frac{6-1}{3}$		
9 Hogan	P.	+		E6 ③		$\frac{K3}{2}$			$\frac{1-3-8}{2}$	
TOTAL		0	8	0	0	0	0	0	0	0	38	8	8		27	34

Earned Runs 4 3 Base Hits 1 3 Base Hits 1 Home Runs 1 Bases Stolen 2
 Double Plays 1 Triple Plays 1 Bases on Called Balls 5 Bases on Hit by Pitched Balls 1
 Struck out by 1 Passed Balls 1 Wild Pitches by 1 Time of Game 1:44 Umpire

Preston North End vs. Aston Villa at Deepdale, J. Brown

Aston Villa	Pos	1	2	3	4	5	6	7	8	9	Times at B.	R.	B.	E.	AB	PA
1 J. Barr	1B	+	+	E2 ①		+		$\frac{3-9}{2}$		
2 J. Devey	3B	$\frac{2-8}{1}$	+	$\frac{1-8}{3}$		+ ③		+ ③		
3 Simon	C	+	+		E5 3-1	+ ①		+ ①		
4 W. Barr	C.F.	+	+ ③		B	$\frac{3-4}{3}$		$\frac{3-5}{3}$		
5 Widdowson	L.F.	$\frac{3-1}{1}$	+ ①		$\frac{3-2}{2}$		+ ①		$\frac{3-4}{1}$	
6 Dawson	S.S.	$\frac{2-8}{2}$	$\frac{3-4}{2}$		$\frac{2-8}{3}$		$\frac{2-8}{1}$		$\frac{3-2}{2}$	
7 Brown	P.	+	$\frac{3-9}{3}$			+	$\frac{3-2}{2}$		$\frac{1-8}{3}$	
8 Cowan	2B	$\frac{6-8}{3}$		+ ⑥-1		$\frac{6-8}{1}$	$\frac{1-8}{3}$			
9 Simmonds	R.F.		$\frac{3-1}{1}$	$\frac{1-8}{2}$		$\frac{1-8}{2}$		$\frac{1-8}{1}$		
TOTAL		4	3	0	0	2	0	0	0		42	19			27	34

Earned Runs 9 3 Base Hits 4 3 Base Hits 1 Home Runs 1 Bases Stolen 2
 Double Plays 1 Triple Plays 1 Bases on Called Balls 1 Bases on Hit by Pitched Balls 1
 Struck out by 1 Passed Balls 1 Wild Pitches by 1 Time of Game 1:45 Umpire

GAME SCORED IN DETAIL—PRESTON NORTH END v. ASTON VILLA.

serve a further purpose also, for they designate the movement of each player in the field. This understood, the game reads in detail as follows :—

FIRST INNINGS.

North End.—Hendry going first to bat, hits the ball to Dawson (6) at short field, who, fielding the ball, throws it to F. Barr, standing on first base. This puts Hendry out, and the play is indicated 6—1, showing the ball was thrown by Dawson, S.S. (6), to F. Barr, 1 B (1). The numeral underneath, 1, as if it were the denominator in an expression in fractions, indicates that Hendry is out, and that he is the first out. In order to complete the record of this movement, a dot (.), or tally, must be made in the column headed "Times at B." opposite Hendry's name; another dot (.) in the column headed "P.O." opposite F. Barr's name, to give him credit for a "put out;" and still another dot (.) in the column opposite Dawson's name, headed "A.," to give the latter credit for his "assist." Had F. Barr failed to hold the thrown ball, this record would have been made: 6—1 E., thus showing that Dawson made an assist, which, however, did not result in an out, as Barr made an error. Dawson would still be credited with an assist, but Barr would be charged with an error.

Livesey, the next batsman, hit the ball in the direction of third base, where it was fielded by Devey (2), who threw it to F. Barr (1) at first base, the ball being held there by Barr before Livesey could reach the base, and he was accordingly put out by the play. The play is recorded 2—1, with a figure 2 underneath to show that Livesey was the second man out. An assist is given to Devey, and another put-out to F. Barr.

F

Maskrey, the third hand to bat, made a hit, and as he could go no further than first base on it, it is recorded by making a cross with a single arm. His hit, however, availed nothing, as Sanders, the next batsman, hit the ball high into the out-field, where it was caught by W. Barr (4), the play being written F. 4, with the figure 3 underneath to show that Sanders was the third man out. Credit is given to W. Barr for a put-out. As Maskrey was left on first base, that fact is indicated by the figure 1 enclosed in a circle. Three men being out, the side is out, and retires to the field, the Aston Villas coming in to bat.

Aston Villa.—F. Barr is the first batsman, and makes a safe hit. Devey follows, and also hits safely, sending F. Barr to third base. Unfortunately Devey, in getting ready to attempt to steal second base, leaves first base, and while too far to return is thrown out by Hogan, the pitcher (9). This play is denoted by the expression 9—8, with 1 underneath to show that Devey is the first out. The credit of an assist is given to Hogan, and a put-out to Trainer.

Simon following, also makes a hit on which F. Barr runs home, and a dot records the run, which is an earned one, no error having being made. W. Barr, the next batsman, makes a safe hit, on which he gets to second base. This, being a two-base hit, is indicated by a cross with two arms. Widdowson following, makes a home run, shown by a cross with four arms, driving Simon and W. Barr home also. Thus three more runs, all earned, have been scored.

Dawson, the next batsman, is not so successful, the ball going from his bat to Livesey (2), who throws it across the diamond to Trainer (8) at first base before the runner reaches there. This play is indicated by 2—8, with a 2

underneath to show Dawson was the second out. Brown follows with another two-base hit, but Cowan, who comes next to bat, hits the ball into short field, and is thrown out by Gillespie (6) to Trainer (8). The figure 3 below the 6—8 shows that three men are now out, and the innings is thus closed, Brown being left on second base. The score stands at 4 to 0 in favour of Aston Villa.

SECOND INNINGS.

North End.—The North Enders make a grand rally at the bat in this innings. As Sanders was the third man out in the previous inning, Colford goes first to bat, and makes a hit. Gillespie, who follows, is lucky enough to have four bad balls delivered to him, and goes to first base, the play being indicated by the letter B. He is not given a turn at bat, as he was given his base by an error of the pitcher. Colford moves up to second base to make room for Gillespie. Stewart also takes his base by a battery error, being hit by the pitcher (see Rule 44, sec. 4, of Playing Rules, p. 91), which forces Colford to third base and Gillespie to second, in order to make room at first for Stewart.

Trainer strikes three times ineffectually at the ball, and "strikes out," the play being recorded K 3, Simon (3), the catcher, having caught the ball. Hogan, however, makes a safe hit, and Colford and Gillespie come home on the play, Stewart going to third base. Hendry also makes a hit, sending Stewart home. Livesey keeps up the batting by rapping out a single, on which Hogan scores and Hendry by good running gets to third base. Maskrey then makes a home drive, bringing in Hendry and Livesey also. Sanders is given his base on four bad balls. Colford, who comes

to bat the second time this innings, hits the ball out to Simmonds (9), who by a good throw to F. Barr (1) at first base, disposes of the batsman, the play being recorded 9—1, with a 2 below to mark the second hand out. Gillespie is given his base on balls, and goes to first base, which has been vacated for him by Sanders, the latter having run to second base on the play that put Colford out. From second base Sanders steals third, and then makes a dash for home. Brown (7), the pitcher, throws the ball to the catcher, Simon (3), but the latter is not able to hold it, and on the error the runner tallies. The play is indicated by the expression 7—3 E, thus showing that Brown made what should have been an assist, and that Simon made an error and permitted Sanders to score. The latter is credited with two stolen bases. Stewart finishes the innings by batting to Dawson (6), who throws the runner out at first base, the play being indicated by 3—1, with 3 below to show that Stewart was the third out.

This inning has yielded no less than eight runs, of which, however, only four are "earned," the others having been made on errors. The score now stands at 8 to 4 in favour of the North Enders, and the Aston Villas come in to play their second innings.

Aston Villa.—Cowan having been the third out in the previous inning, Simmonds goes first to bat. He hits a fly to centre field, which is caught by Stewart (7). F. Barr following, makes a two-base hit. Devey also hits safely, advancing F. Barr a base. Simon then makes a hit on which F. Barr and Devey score. W. Barr follows with a hit which enables Simon to get home. Widdowson makes a hit; but Dawson, who succeeds him at the bat, sends a fly to Sanders (4), and is the second out. Brown fares no better, being caught on an easy fly by Hogan (9), the pitcher,

and the side is all out, Barr being left at third base and Widdowson at first. Three runs, however, have been added to the score, which now stands at 8 to 7 in favour of the North Enders.

THIRD INNINGS.

North End.—Trainer being first to bat, Stewart having been the third out in the former innings, bats the ball to Devey (2), who gets it to F. Barr (1) in time to put the batter out. Hogan sends up a fly to Dawson (6), who misses it, and Hogan reaches first base safely, the play being recorded E 6, to show that the runner got his base on an error made by Dawson. Hendry is also given a life, Cowan (8) missing the catch; Livesey, however, is caught by W. Barr (4) in centre-field, and Maskrey is caught by Simmonds (9) in right-field. This being the third out, the innings is closed for no runs, Hogan not being able to get further than third base, while Hendry is left at second.

Aston Villa.—Cowan being first to bat, makes a hit and secures first base. Simmonds unfortunately bats the ball to Gillespie (6) at short-field, who throws it to Hendry (1) at second base. The latter touches that base, which puts out Cowan, who is forced to vacate first base to make room for Simmonds, and then throws the ball to first base in time to put out Simmonds. This makes a double play, Cowan having been put out 6—1 and Simmonds 1—8. F. Barr through an error of Livesey (E 2) gets to first base, but is left there, Devey sending the ball to Hendry (1), who throws it to Trainer (8). This makes the third out; and no runs having been scored, the game still stands at 8 to 7 in favour of the North Enders.

FOURTH INNINGS.

North End.—The side is quickly disposed of, Sanders, the first batsman, being thrown out on a missed third strike by Simon (3) to F. Barr (1); Colford hits a foul ball, which is caught by Simon (Fo. 3); while Gillespie feebly bats to Devey (2), who quickly fields it across the diamond to F. Barr (1).

Aston Villa.—This side also is unable to score. Simon, by an error of Colford (5) in missing a fly-catch, gets to first base. In attempting to steal to second base he is put out on a throw from the catcher Maskrey, (3) to Hendry (1). W. Barr, on four bad balls, gets to first base. Widdowson puts up a foul, which is caught by Simon (3), making the second out. Dawson hits the ball in the direction of third base, and Livesey (2) sends it to Trainer (8) in time to get the runner out, thus closing the inning.

FIFTH INNINGS.

North End.—Stewart is given his base on balls. Trainer, not so fortunate, knocks up a foul ball, which is caught by Devey (Fo. 2). Hogan strikes out, the third strike being caught by Simon (3). Hendry, upon whom all hope now rests, hits the ball only to the pitcher, Brown (7), who throws it to F. Barr (1), putting the runner out, and leaving Stewart on second base. Thus again the North Enders are dismissed without being able to add to their score.

Aston Villa.—Brown makes a base hit. Cowan, who follows, bats to Gillespie (6), who throws to Trainer (8), putting Cowan out. (The better play would have been to attempt a double, Gillespie throwing to Hendry, who, by touching second base, would have put out Brown and then

had time to get the ball to Trainer before Cowan reached first base.) Simmonds bats to Hendry (1), and is thrown out at first base to Trainer (8), Brown going to third on the play. F. Barr makes a hit on which Brown scores. Devey and Simon both make safe hits, on which F. Barr scores, but are left at third and first, W. Barr being caught by Sanders, thus making the third out. As two runs have been scored, the game has changed, and is now 9 to 8 in favour of Aston Villa.

SIXTH INNINGS.

North End.—Livesey goes out on a fly to W. Barr (4). Maskrey is given his base on balls. Sanders is caught by Dawson (6), and Colford, the third hand, bats the ball into the hands of Simmonds (9).

Aston Villa.—Widdowson succeeds in making a safe hit, but it avails nothing, the three following batsmen going out in regular order—Dawson being thrown out at first by Livesey (2—8), Brown fouling out to the same player (Fo. 2), while Cowan, batting to Hendry, enabled that player to get the ball to first base before the runner reached it (1—8). The score is unchanged.

SEVENTH INNINGS.

North End.—Gillespie sends the ball to Simmonds, who throws it to F. Barr (9—1) in time to intercept the runner. Stewart fouls out to Devey (Fo. 2), and Trainer is unable to get the ball further than Dawson (6) at short-field, who throws it to F. Barr (1). Thus again the innings is closed for no runs.

Aston Villa.—This side also is unable to score, although

two safe hits are made. Simmonds goes out from Hendry to Trainer (1—8). F. Barr hits the ball, but it falls into Hogan's hands (F. 9), and thus two men have been quickly disposed of. Devey makes a hit, and so does Simon; but both are left on the bases—one at third and the other at first—W. Barr being caught by Colford (F. 5).

EIGHTH INNINGS.

North End.—Hogan makes a hit. Hendry sends up an easy fly to Cowan, who captures it (F. 8). Then Hogan in attempting to steal second is thrown out by Simon to Cowan (3—8), and Livesey, who hits to short-field, is thrown out by Dawson to F. Barr (6—1).

Aston Villa.—It is fortunate this side has the lead, as it is also unable to add to its score. Widdowson hits a long fly to the out-field, but it is caught by Sanders (F. 4). Dawson in a similar attempt is caught by Stewart (F. 7), and Brown is thrown out by Hendry to Trainer (1—8).

NINTH INNINGS.

North End.—It is the last chance for the North Enders, who have only one run to make to tie the game and two to win it. They are, however, in this instance, unequal to the occasion. Maskrey strikes out (K 3); Sanders encourages his side by making a two-base hit, but cannot score, Colford being put out by a fly-catch by W. Barr (F. 4), and Gillespie on a foul fly by Devey (Fo. 2).

This ends the game, as the Aston Villas are already one run more than their opponents and are therefore not obliged to play their ninth innings, as if they made any runs it would only serve to increase their victory, already won.

THE SUMMARY.

After the game has been thus recorded it is summarized as follows for publication:—

NORTH END.	AB.	R.	IB.	PO.	A.	E.	ASTON VILLA.	AB.	R.	IB.	PO.	A.	E.
Hendry, 1 b. . .	5	1	1	2	6	0	F. Barr, 1 b. .	5	3	3	11	0	0
Livcsey, 3 b. . .	5	1	1	0	3	1	Devey, 3 b. . .	5	0	4	3	3	0
Maskrey, c. . .	4	1	2	1	1	0	Simon, c. . . .	5	0	4	4	2	1
Sanders, lf. . . .	4	1	1	3	0	0	W. Barr, cf. . .	4	0	2	4	0	0
Colford, rf. . . .	5	1	1	1	0	1	Widdowson, lf.	5	0	3	0	0	0
Gillespie, s.s. . .	3	0	0	0	3	0	Dawson, s.s. . .	5	0	0	1	4	1
Stewart, cf. . . .	3	1	0	2	0	0	Brown, p. . . .	5	0	2	0	2	0
Trainer, 1 b. . . .	4	0	0	12	0	0	Cowan, 2 b. . .	4	0	1	2	3	1
Hogan, p. . . .	4	1	2	3	1	0	Simmonds, rf. .	4	0	0	2	2	0
Total	37	7	8	24	14	2	Total	42	3	19	27	16	3

Earned runs—Aston Villa 9, North End 4. Two-base hits—F. Barr 1, Simon 1, W. Barr 1, Brown 1, Sanders 1. Home runs—Widdowson 1, Maskrey 1. Bases stolen—Sanders 2. Double plays—Gillespie, Hendry, and Trainer. Bases on balls—W. Barr, Sanders, Gillespie 2, Maskrey, Stewart. Bases on hit by ball—Stewart. Struck out—By Brown 3. Time of game, 1 hr. 45 min. Umpire, F. Brown.

BATTING AVERAGES.

It should be noted that a batsman must not be charged with a "time at bat" if he be sent to base by being hit by a pitched ball, by the pitcher's illegal delivery, or by a base on balls. The reason of this is that his batting average is made up by computing the number of hits he makes in proportion to the number of times at bat. He may, for instance, go to bat seven times in a game, and, through the illegal or wild delivery of the pitcher, be sent to base every time without having the opportunity afforded him of making a single clean hit, or base hit. He would, therefore, be entitled to no credit whatever for batting, as he had, through the error of the pitcher, no opportunity of showing what he could do at the bat. But if, out of the seven times, he was sent twice to base on the pitcher's errors, got there twice

on fielder's errors (that is, through a fielder missing a catch or making a wild throw), and three times on clean base hits, his record would be : Times at bat, five ; hits, three ; average, 0.600.

CHAPTER IX.

THE UMPIRE.

THE umpire is by no means the least important individual on the baseball field. As there is but one umpire and no referee, he is the sole master of the game, and his decision is final. His position, though a thankless one, is that of an absolute ruler, and unless the players implicitly obey and respect his rulings, they had better abandon the game altogether. The umpire is not only required to pass upon questions and matters in dispute, as in cricket and football, but must promptly decide, without being appealed to, every point of play. So onerous have become his duties, and so great the tax upon him in a closely contested match between rival clubs, that in several baseball organizations the rules require two umpires. In the majority of cases, however, there is only one in service.

In selecting an umpire, great care should be exercised to choose a person who is thoroughly familiar with the rules and laws of the game, and who also possesses good judgment, firm decision, an even-balanced mind, and a cool temper. He is called upon to interpret the laws, as well as to decide the points, of play. He must render his decisions without a moment's hesitation, and then adhere to them. He cannot stop to reason out a point in his own mind, or to hear the arguments of angry players, or balance the

testimony of partizan spectators. He may often decide in error, but it is better to make a prompt decision and stick to it, even if questionable, than to waver and change his mind on the appeals of bystanders. The effect of an erroneous decision will rarely be attended with serious consequences if the umpire schools himself to decide a player "not out" whenever confusion arises as to what is the right ruling.

When two umpires are employed, one of them takes the duty of passing on "strikes" and "balls" and "fouls," while the other confines his attention exclusively to the play about the bases. When only one is in service, he should stand directly behind the batsman and catcher, as in the illustration on pp. 27, 46. The position of the second umpire is seen on p. 33. As, however, the employment of two umpires is not usual, the following remarks will refer to the duties of a sole umpire.

The sway of the umpire begins even before "play" has been called, for he must see that the rules governing all the materials of the game are strictly complied with, and that the ground is properly laid out. He is not at the outset, however, a judge of the condition of the ground as to its fitness for play. The captain of the home team must decide that point. But if after the game has begun rain falls, and play is interrupted, he has power to suspend the game, and in case the rain ceases within less than thirty minutes, he may compel the players to resume play. Of the necessity for calling "time," on account of the rain, and of resuming, he is the sole judge.

The rules require him to "count and call" every unfair ball, and "count and call" every strike. As, in addition to this, he must decide upon every catch and every base-play, it follows that he must keep his eye constantly upon

the ball while it is in play. He should stand so that he will be able to judge, first, whether the pitcher is in his proper position when he delivers the ball; and, second, whether the ball passes over the home plate at the right altitude. He must, as the ball passes the home plate, call out, distinctly, "one ball," "two balls," etc., or "one strike," "two strikes," etc. Every ball that is not hit by the batsman must be a "strike" or a "ball."

Should the batsman hit the ball, the umpire must be alert to ascertain whether it is "fair" or "foul." As it leaves the bat he should run to the home plate and, sighting the foul line, watch whether it descend on "fair" territory or "foul" territory. If a fielder catches the ball as it descends, the position of his body at the instant of catching the ball will determine whether the hit was "foul" or "fair." A ball which strikes the ground on the foul line is a fair hit; so, too, if the fielder is standing directly on the line while catching the ball, it is a fair ball. A ball which strikes on fair ground and then twists or screws off across the foul line between home and first base, or home and third base, is a foul hit. If, however, it rolls from fair to foul ground across the line beyond first base, or beyond third base, it is a fair hit.

In deciding points of play about the bases, the umpire should, as far as possible, run toward the base in question before the play is executed, in order to have a better opportunity of judging of it.

Where there is a question as to whether a fielder has touched a player or a base before a runner has reached it, the decision must be in favour of the runner. In other words, the players of the side having the innings are in the position of an accused person on his trial, and be given the benefit of any doubt that may arise. They must be

regarded as "safe" until they have been proved to have been put out. Where a runner reaches a base simultaneously with the ball, the umpire must decide the runner "not out," for the rule plainly declares that the ball must be held by the baseman on the base before the runner touches it.

"Holding the ball on the base" means having the ball in hand while some part of the fielder's person is touching the base. The fielder may, therefore, have the tip of his toe or his heel only on the base, while stretching his body to its fullest extent away from the base to catch a widely thrown ball, and still comply with the rule. So, too, a base-runner may lie prostrate on the ground and extended at full length away from his base, yet if even the tip of his finger or some portion of his clothing is in contact with the base he is "safe." As the runner is obliged to touch the base, it follows that if he is in contact with it, no matter how far it may be out of place, having become loosened, he is, nevertheless, in the right.

The base-runner is required to keep within the lines, running from base to base, and if he runs out of this three-foot path to avoid the ball in the hands of a fielder, he must be decided out. But the umpire should remember that it is only when the runner runs out of the path to avoid the ball that he is to be declared out. In many instances when a batsman has made a long hit, he will in his rapid running describe a circle on his way around the bases. As long as he touches each base he will satisfy all requirements. To oblige him to run on a straight line, and make a sharp and precise turn at each base, would be to impose a penalty not contemplated by the rules.

Constant friction must necessarily arise between the umpire and the players. However the former decides the

ruling must be adverse to one or other of the parties. The pitcher, who is working at full pressure, mentally and physically, trying, with alternations of strategy and force, to baffle the striker, will undoubtedly consider himself aggrieved if every ball that is fairly good is called a "ball," and not a "strike." A fielder who has made a good stop of a slashing hit, and thrown the ball hurriedly across the diamond, will feel a natural vexation if the umpire decides that the ball has not beaten the batsman in the race for the base. A few close and questionable decisions will convert disappointment and vexation on the part of the players into resentment and rebellion, which are too often encouraged by partizan spectators. If the umpire in such an emergency is not firm, and loses his head or his temper, the game had better be abandoned entirely, for only wrangling and contention will ensue.

The rules forbid any of the players, except the captains, to question the correctness of any decision made by the umpire, or leave their positions "to approach or address him in word or act upon such disputed decision." In order to assist him in maintaining discipline, he is given authority to punish the unruly players in three ways: First, he may forfeit the game to the opposing club; second, he may inflict a fine of from twenty shillings to five pounds; and, third, he may order the offender out of the game and off the field. As the offender is usually the captain, and the latter is one of the most important players for his side, the fear of this punishment generally keeps even the most irascible within bounds.

CHAPTER X.

TECHNICAL TERMS.

Assist.—The credit given by the scorer to a fielder who handles the ball in assisting to put out a player.

Balk.—A motion made by the pitcher as if to deliver the ball, which is not completed by delivering the ball. (See Rule 32, Playing Rules, p. 93.)

Ball.—A pitched ball, which does not pass over the home plate, or, if it does pass over the home plate, does so at an altitude lower than the batsman's knees or higher than his shoulder.

Base hit.—A hit made by a batsman out of reach of the fielders, or so sharply hit to an in-fielder that he cannot handle it in time to put out the batsman.

Base on balls.—When a batsman is awarded first base by the umpire on "four balls" called on the pitcher, the batsman is said to "take his base on balls."

Batsman's box.—The space which the batsman must occupy, as defined in Rule 9 of the Playing Rules, p. 88.

Battery.—The pitcher and catcher.

Block ball.—A batted or thrown ball handled by an outsider. (See Rule 35, Playing Rules, p. 93.)

Coaching lines, or "captain's lines," are lines drawn fifteen feet from, and parallel with, the "foul" lines, and mark the limits to be occupied by the captain, or coacher, and one assistant, in instructing the movements of the base-runners.

Dead ball.—A pitched ball that strikes the batsman's bat without being struck at, or his person or clothing, or the person or clothing of the umpire.

Diamond.—The quadrangle enclosed by the base lines, and at the corner of which are the bases.

Double play.—A play upon which two men are retired at the same time.

Earned run.—A run made by a player unaided by errors of the fielders, before chances have been offered to put out the side.

Error.—A misplay of a fielder which allows a base-runner to make one or more bases, when perfect play would have ensured his being put out.

Fair ball.—A ball delivered by the pitcher standing in his box, which passes over the home plate not lower than the batsman's knee or higher than his shoulder.

Fair hit.—A batted ball which strikes the ground within the foul-lines.

Fly ball.—A ball which leaves the bat so that it may be caught before touching the ground.

Forced out.—When a player is forced to vacate a base in order to make room for a succeeding base-runner, and is put out by a fielder touching him with the ball, or touching the next base, with the ball or with any part of his person while holding the ball.

Foul ball.—A foul hit (*q.v.*).

Foul hit.—A batted ball which strikes the ground outside the foul lines. (See Rule 38, Playing Rules, p. 94.)

Foul lines.—The lines which extend from the home base through first base and through third base, respectively, to the extremity of the field.

Foul strike.—A ball batted when the batsman is out of the box.

Foul tip.—A foul hit not rising above the batsman's head, and caught by the catcher standing within ten feet of the home base.

- Grounder*.—A ball batted along the ground.
- Home plate*.—The "home base" (*q.v.*).
- Home run*.—A base hit (*q.v.*) on which the batsman makes the circuit of bases, and scores.
- In-fielders*.—The catcher, pitcher, first, second, and third basemen, and the short-stop.
- Long fly*.—A fly ball which is batted to the out-field.
- Out-fielders*.—The right, centre, and left fielders.
- Passed Ball*.—A pitched ball which the catcher fails to stop, and on which a base-runner is advanced a base.
- Pitcher's box*.—The space which the pitcher must occupy, as defined in Rule 5 of the Playing Rules.
- Put out*.—The credit given by the scorer to a fielder for putting out a player of the opposite side.
- Sacrifice hit*.—A hit which advances a base-runner one or more bases, but upon which the batsman is put out.
- Safe hit*.—A base hit (*q.v.*).
- Short-field*.—The part of the field where the short-stop plays.
- Stolen base*.—A base secured by a base-runner unaided by a hit made by a succeeding batsman.
- Strike*.—A vain attempt of the batsman to hit a ball delivered to him by the pitcher, or his refusal to try to hit a good ball delivered to him by the pitcher.
- Strike out*.—A batsman strikes out when he fails to hit the ball, and has three strikes call on him.
- Three-bagger*.—A "three-base hit."
- Three-base hit*.—A "base hit" (*q.v.*) which enables a batsman to reach third base.
- Triple play*.—A play upon which three men are retired at one time.
- Two-bagger*.—A "two-base hit."

Two-base hit.—A “base hit” (*q.v.*) which enables a batsman to reach second base.

Unfair ball.—The converse of a “fair ball.” (See Rule 31, Playing Rules, p. 92.)

Wild pitch.—A ball pitched so wide of the proper requirements that it is out of the reach of the catcher, and a base-runner secures an advance of one or more bases therefrom.

Wild throw.—A ball thrown by a fielder out of reach of the fielder to whom he directed it.

CHAPTER XI.

LAWS OF THE GAME IN BRIEF.

A LARGE number of persons desirous of playing baseball, and having no other guide than the voluminous “Playing Rules,” have abandoned the sport, having lost their way in the waste of technicalities, conditions, exceptions, and apparent contradictions, and become discouraged with the idea that the game is an unnecessarily complicated one. Those who have reached this conclusion, and others who may attempt to go through the rules without first ascertaining the reason for them, should remember that baseball is a game which has grown to its present state of scientific play within the last fifty years, that it has enthusiastic votaries in all ranks and classes in America, and that the matches for the championship in that country are witnessed by hundreds of thousands of people, and played by professionals who are paid extravagant salaries, and urged by all kinds of inducements to win the coveted prize. It has therefore been found necessary to add rule after rule to the

simple code of laws which first governed the game, in order to cover attempted violations of the spirit as well as the letter of these rules. It should also be borne in mind that in the rules as now published, it is attempted to cover every mooted point, and to provide against disputes of all kind. How well the framers of these laws have succeeded may be inferred from the fact that during the past five years, none of the large bodies governed by them have had occasion to meet during the playing season to hear a protest or try a case based upon a violation of the rules.

At the same time the very exactness thus made necessary operates against the rules, when those unacquainted with the game attempt to master them. For this reason these rules have been abridged and put in as simple a form as possible. It is hoped that, with the aid of the diagram of the ground given on p. 24 (see also p. 27), "The Game in Brief," and the glossary of "Technical Terms," the reader will be able to acquire a complete mastery of the laws of the game, and thoroughly comprehend the Playing Rules which are published as an appendix.

THE GAME IN BRIEF.

1. There are nine players on a side.
2. When three men of the batting side are out, all are out, and the innings is closed.
3. Nine innings constitute a game.
4. In every innings the players must bat in regular order, beginning, in the first innings, with the first on the list; in subsequent innings the first man to bat is the next on the list after the third batsman out in the preceding innings.

5. THE BATSMAN

must strike at every good ball delivered to him by the pitcher. A "good ball" is one which passes over the home plate not lower than the batsman's knee or higher than his shoulder.

6. If the batsman refuses to strike at a good ball, the umpire must call a "strike."

7. If the batsman strikes at any kind of a ball, good or bad and fail to hit it, the umpire must call a "strike."

8. If the umpire call three "strikes," the batsman is out (see exceptions below, 14 j).

9. If the pitcher delivers any other than a good ball (as defined above), the umpire must call a "ball."

10. If the umpire calls four "balls," the batsman is entitled to take his base.

11. If the batsman hits the ball and it falls outside the foul lines, it is a "foul hit," and counts for nothing.

12. If the batsman hits the ball and it falls within the foul lines, it is a "fair hit."

13. THE BATSMAN BECOMES A BASE-RUNNER

(a) When he makes a fair hit.

(b) Instantly after four "balls" have been called by the umpire.

(c) Instantly after three "strikes" have been called by the umpire.

(d) If the batsman's person or clothing is hit by a ball from the pitcher.

(e) Instantly after the illegal delivery of a ball by the pitcher (see Playing Rules 32, p. 93).

14. THE BATSMAN IS OUT

(a) If he fails to take his position at bat in the order of batting.

(b) If he fails to take his position at bat within one minute after the umpire has called for the batsman.

(c) If he makes a "foul strike" (that is, if he hits the ball when standing outside the batsman's box).

(d) If he attempts to hinder the catcher from fielding the ball.

(e) If three "strikes" are called on him, and there is a base-runner on first base.

(f) If, while making the third "strike," the ball hits his person or clothing.

(g) If, after two "strikes" have been called on him, he obviously attempts to make a "foul strike."

[Note here the difference between a "foul hit" and a "foul strike." A "foul hit" is a ball batted by the batsman, standing

his position, that first touches the ground behind the foul es. A "foul strike" is a ball batted by the batsman when landing outside the lines of his position.]

(h) If the ball, whether "foul" (see 11, p. 84) or "fair," from a bat is caught before touching the ground.

(i) If the third "strike" ball is caught before touching the ground.

(j) If, after making a fair hit, or after the third "strike" (the ball in the latter case not being caught), he is touched with the ball in the hands of a fielder before he reaches first base.

(k) If, after three "strikes" or a fair hit, the ball is securely held by a fielder who is touching with any part of his person the first base.

(l) If, in running the last half of the distance to first base, he runs outside the three-foot line, except to avoid interfering with a player in fielding the ball.

ENTITLED TO A BASE.

15. The base-runner may take one base (without being put out) in the following cases:—

(a) If the umpire awards a succeeding batsman a base, and the base-runner is thereby forced to vacate a base to make room for the batsman or for the next following base-runner.

(b) If the umpire call a "balk." (For definitions of a "balk" see Rule 32 of the Playing Rules, p. 93.)

(c) If a ball delivered by the pitcher passes the catcher and touches the umpire or any fence or building within ninety feet of the home plate.

(d) If upon a fair hit the ball strikes the umpire standing on fair ground.

(e) If a fielder catches the ball with his hat or any part of his dress.

16. THE BASE-RUNNER MUST RETURN

to his base after having left it to make another, and may so return without being put out in the following cases:

(a) If the umpire calls a "foul hit."

(b) If the umpire calls a "foul strike."

(c) If the umpire calls a "dead ball." (For definition of a dead ball, see Rule 33, p. 93.)

17. THE BASE-RUNNER IS OUT

(a) If, in running from first to second bases, or second to third, or third to home, he runs more than three feet out of a

direct line to avoid being touched by the ball in the hands of a fielder.

(b) If he obstructs a fielder attempting to field a batted ball, or interferes with a thrown ball.

(c) If at any time while the ball is in play he is touched with the ball in the hands of a fielder, unless some part of his person is touching the base he is entitled to occupy—provided the ball is held by the fielder while touching him. In running to first base, however (and that base only), he may over-run the base and cannot be put out in returning to it ; provided (1) he returns at once and retouches the base, and (2) that in making the turn to come back he turns to the *left*. If he turns to the right it is an indication that he is trying to get to second base, and may therefore be put out while off the base.

(d) If after a fly ball is caught he is touched before he has returned to the base he was entitled to occupy when the fly ball was struck.

(e) If when the batsman becomes a base-runner the first base, or the first and second bases, or the first, second, and third bases are occupied, any base-runner so occupying a base ceases to be entitled to hold it until the base-runner following him is put out, and may be put out at the next base if that base is touched by a player holding the ball, or the runner may be put out by being touched with a ball.

(f) If a fair hit ball strikes him before touching a fielder.

(g) If, when running to a base, or forced to return to a base, as in (d), he fails to touch an intervening base.

(h) If when the umpire calls "play" after any suspension of a game the runner fails to return to and retouch the base he occupied when "time" was called.

18.

A RUN IS SCORED

by a base-runner when, after having touched the first base, second base, and third base, he touches home base before three men are out.

APPENDIX.

AUTHORIZED PLAYING RULES.

THE following rules have been made by the Board of Control of all organizations playing under the National Agreement in the United States and Canada, and have been adopted by the National Baseball League of Great Britain and the Baseball Association of Great Britain and Ireland :—

THE BALL GROUND.

1. The Ground must be an enclosed field, sufficient in size to enable each player to play in his position as required by these Rules.
2. The Infield must be a space of ground thirty yards square.

THE BASES.

3. The Bases must be—

§ 1. Four in number, and designated as First Base, Second Base, Third Base, and Home Base.

§ 2. The Home Base must be of whitened rubber twelve inches square, so fixed in the ground as to be even with the surface, and so placed in the corner of the In-field that two of its sides will form part of the boundaries of said In-field.

§ 3. The First, Second, and Third Bases must be canvas bags, fifteen inches square, painted white, and filled with some soft material, and so placed that the centre of the Second Base shall be upon its corner of the In-field, and the centre of the First and Third Bases shall be on the lines running to and from Second Base and seven and a half inches from the Foul Lines, providing that each base shall be entirely within the Foul Lines.

§ 4. All the bases must be securely fastened in their positions, and so placed as to be distinctly seen by the Umpire.

THE FOUL LINES.

4. The Foul Lines must be drawn in straight lines from the outer corner of the Home Base, along the outer edge of the First and Third Bases, to the boundaries of the Ground.

THE POSITION LINES.

5. The Pitcher's Lines must be straight lines forming the boundaries of a space of ground, in the In-field, five and a half feet long by four feet wide, distant fifty feet from the centre of the Home Base, and so placed that the five and a half feet lines would each be two feet distant from and parallel with a straight line passing through the centre of the Home and Second Bases. Each corner of this space must be marked by a flat round rubber plate six inches in diameter, fixed in the ground even with the surface.

6. The Catcher's Lines must be drawn from the outer corner of the Home Base, in continuation of the Foul Lines, straight to the limits of the Ground back of Home Base.

7. The Captain's or Coacher's Line must be a line fifteen feet from and parallel with the Foul Lines, said lines commencing at a line parallel with and seventy-five feet distant from the Catcher's Lines, and running thence to the limits of the grounds.

8. The Player's Lines must be drawn from the Catcher's Lines to the limits of the Ground, fifty feet distant from and parallel with, the Foul Lines.

9. The Batsman's Lines must be straight lines forming the boundaries of a space on the right, and of a similar space on the left of the Home Base, six feet long by four feet wide, extending three feet in front of and three feet behind the centre of the Home Base, and with its nearest line distant six inches from the Home Base.

10. The Three-feet Lines must be drawn as follows :—From a point on the Foul Line from Home Base to First Base, and equally distant from such bases, shall be drawn a line on Foul Ground, at a right angle to said Foul Line, and to a point three feet distant from it; thence running parallel with said Foul Line, to a point three feet distant from the First Base; thence in a straight line to the Foul Line, and thence upon the Foul Line to point of beginning.

11. The lines designated in Rules 4, 5, 6, 7, 8, 9, and 10 must be marked with chalk or other suitable material, so as to be distinctly seen by the Umpire. They must all be so marked their entire length, except the Captain's and Player's Lines, which must be so marked for a distance of at least thirty-five yards from the Catcher's Lines.

THE BALL.

12. The Ball—

§ 1. Must not weigh less than five or more than five and a quarter ounces avoirdupois, and measure not less than nine nor more than nine

and a quarter inches in circumference. The Spalding League Ball or the Reach American Association Ball must be used in all games played under these rules.

§ 2. For each Championship Game two balls shall be furnished by the Home Club to the Umpire for use. When the ball in play is batted over the fence or stands, on to foul ground out of sight of the players, the other ball shall be immediately put into play by the Umpire. As often as one of the two in use shall be lost, a new one must be substituted, so that the Umpire may at all times, after the game begins, have two for use. The moment the Umpire delivers a new or alternate ball to the Pitcher it comes into play, and shall not be exchanged until it, in turn, passes out of sight on to foul ground. At no time shall the ball be intentionally discoloured by rubbing it with the soil or otherwise.

§ 3. In all games the ball or balls played with shall be furnished by the Home Club, and the last ball in play becomes the property of the winning club. Each ball to be used in Championship Games shall be examined, measured, and weighed by the Secretary of the Association, enclosed in a paper box and sealed with the seal of the Secretary, which seal shall not be broken except by the Umpire in the presence of the Captains of the two contesting nines after play has been called.

§ 4. Should the ball become out of shape, or cut or ripped so as to expose the yarn, or in any way so injured as to be, in the opinion of the Umpire, unfit for fair use, the Umpire, on being appealed to by either Captain, shall at once put the alternate ball into play and call for a new one.

THE BAT.

13. The Bat—

§ 1. Must be made wholly of wood, except that the handle may be wound with twine, or a granulated substance applied, not to exceed eighteen inches from the end.

§ 2. It must be round, except that a portion of the surface may be flat on one side, but it must not exceed two and a half inches in diameter in the thickest part, and must not exceed forty-two inches in length.

THE PLAYERS AND THEIR POSITIONS.

14. The players of each club in a game shall be nine in number, one of whom shall act as Captain, and in no case shall less than nine men be allowed to play on each side.

15. The player's positions shall be such as may be assigned them by their Captain, except that the Pitcher must take his position within the Pitcher's Lines, as defined in Rule 5. When in position on the field, all players will be designated "Fielders" in these Rules.

16. Players in uniform shall not be permitted to seat themselves among the spectators.

17. Every Club shall be required to adopt uniforms for its players.

and each player shall be required to present himself upon the field during said game in a neat and cleanly condition, but no player shall attach anything to the sole or heel of his shoes other than the ordinary baseball shoe plate.

THE PITCHER'S POSITION.

18. The Pitcher shall take his position facing the Batsman with both feet square on the ground, one foot on the rear line of the "box." He shall not raise either foot, unless in the act of delivering the ball, nor make more than one step in such delivery. He shall hold the ball, before the delivery, fairly in front of his body, and in sight of the Umpire. When the Pitcher feigns to throw the ball to a base he must resume the above position and pause momentarily before delivering the ball to the bat.

THE BATSMEN'S POSITION—ORDER OF BATTING.

19. The Batsmen must take their positions within the Batsmen's Lines, as defined in Rule 9, in the order in which they are named on *the score*, which must contain the batting order of both nines, and be submitted by the Captains of the opposing teams to the Umpire before the game, and when approved by him THIS SCORE must be followed except in the case of a substitute player, in which case the substitute must take the place of the original player in the batting order. After the first inning the first striker in each inning shall be the batsman whose name follows that of the last man who has completed his turn—time at bat—in the preceding inning.

20. § 1. When their side goes to the bat the players must immediately return to and seat themselves upon the Players' Bench and remain there until the side is put out, except when batsman or base-runner. All bats not in use must be kept in the bat racks, and the two players next succeeding the batsman, in the order in which they are named on the score, must be ready with bat in hand to promptly take position as batsman; provided, that the Captain and one assistant only may occupy the space between the Players' Lines and the Captain's Lines to coach base-runners.

§ 2. No player of the side at bat, except when Batsman, shall occupy any portion of the space within the Catcher's Lines, as defined in Rule 6. The triangular space behind the Home Base is reserved for the exclusive use of the Umpire, Catcher, and Batsman, and the Umpire must prohibit any player of the side "at bat" from crossing the same at any time while the ball is in the hands of, or passing between, the Pitcher and Catcher, while standing in their positions.

§ 3. The players of the side "at bat" must occupy the portion of the field allotted them, but must speedily vacate any portion thereof that may be in the way of the ball, or of any Fielder attempting to catch or field it.

PLAYERS' BENCHES.

21. The Players' Benches must be furnished by the Home Club, and placed upon a portion of the ground outside the Players' Lines. They must be twelve feet in length, and must be immovably fastened to the ground. At the end of each bench must be immovably fixed a bat rack, with fixtures for holding twenty bats; one such rack must be designated for the exclusive use of the Visiting Club, and the other for the exclusive use of the Home Club.

THE GAME.

22. § 1. Every Championship Game must be commenced not later than two hours before sunset.

§ 2. A game shall consist of nine innings to each contesting nine, except that,

(a) If the side first at bat scores less runs in nine innings than the other side has scored in eight innings, the game shall then terminate.

(b) If the side last at bat in the ninth inning scores the winning run before the third man is out, the game shall terminate.

A TIE GAME.

23. If the score be a tie at the end of nine innings to each side, play shall only be continued until the side first at bat shall have scored one or more runs than the other side, in an equal number of innings, or until the other side shall score one or more runs than the side first at bat.

A DRAWN GAME.

24. A Drawn Game shall be declared by the Umpire when he terminates a game on account of darkness or rain, after five equal innings have been played, if the score at the time is equal on the last even innings played; but if the side that went second to bat is then at the bat, and has scored the same number of runs as the other side, the Umpire shall declare the game drawn without regard to the score of the last equal innings.

A CALLED GAME.

25. If the Umpire calls "Game" on account of darkness or rain at any time after five innings have been completed by both sides, the score shall be that of the last equal innings played, unless the side second at bat shall have scored one or more runs than the side first at bat, in which case the score of the game shall be the total number of runs made.

A FORFEITED GAME.

26. A forfeited game shall be declared by the Umpire in favour of the club not in fault, at the request of such club, in the following cases:—

§ 1. If the nine of a club fail to appear upon a field, or, being upon the field, fail to begin the game within five minutes after the Umpire has called "Play," at the hour appointed for the beginning of the game, unless such delay in appearing or in commencing the game be unavoidable.

§ 2. If, after the game has begun, one side refuses or fails to continue playing, unless such game has been suspended or terminated by the Umpire.

§ 3. If, after play has been suspended by the Umpire, one side fails to resume playing within *one minute* after the Umpire has called "Play."

§ 4. If, in the opinion of the Umpire, any one of these Rules is wilfully violated.

§ 5. If, after ordering the removal of a player, as authorized by Rule 57, § 5, said order is not obeyed within five minutes.

§ 6. In case the Umpire declares a game forfeited, he shall transmit a written notice thereof to the President of the Association within twenty-four hours thereafter.

NO GAME.

27. "No Game" shall be declared by the Umpire if he shall terminate play on account of rain or darkness, before five innings on each side are completed.

SUBSTITUTES.

28. § 1. In every Championship Game each team shall be required to have present on the field, in uniform, one or more substitute players.

§ 2. Any such player may be substituted at any time by either club; but no player thereby retired shall thereafter participate in the game.

§ 3. The Base-runner shall not have a substitute run for him, except by consent of the Captains of the contesting teams.

CHOICE OF INNINGS—CONDITION OF GROUND.

29. The choice of innings shall be given to the Captain of the Home Club, who shall also be the sole judge of the fitness of the ground for beginning a game after rain.

THE DELIVERY OF THE BALL—FAIR AND UNFAIR BALLS.

30. A Fair Ball is a ball delivered by the Pitcher while standing wholly within the lines of his position, and facing the Batsman, the ball, so delivered, to pass over the Home Base, not lower than the Batsman's knee, nor higher than his shoulder.

31. An Unfair Ball is a ball delivered by the Pitcher, as in Rule 30, except that the ball does not pass over the Home Base, or does pass over the Home Base, above the Batsman's shoulder, or below the knee.

BALKING.

32. A Balk is—

§ 1. Any motion made by the Pitcher to deliver the ball to the bat without delivering it, and shall be held to include any and every accustomed motion with the hands, arms, or feet, or position of the body assumed by the Pitcher in his delivery of the ball and any motion calculated to deceive a Base-runner, except the ball be accidentally dropped.

§ 2. The holding of the ball by the Pitcher so long as to delay the game unnecessarily; or,

§ 3. Any motion to deliver the ball, or the delivering the ball to the bat by the Pitcher when any part of his person is upon ground outside of the lines of his position, including all preliminary motions with the hands, arms, and feet.

DEAD BALLS.

33. A Dead Ball is a ball delivered to the bat by the Pitcher that touches the Batsman's bat without being struck at, or any part of the Batsman's person or clothing while standing in his position without being struck at; or any part of the Umpire's person or clothing, while on foul ground, without first passing the Catcher.

34. In case of a Foul Strike, Foul Hit ball not legally caught out, Dead Ball, or Base-runner put out for being struck by a Fair Hit ball, the ball shall not be considered in play until it is held by the Pitcher standing in his position.

BLOCK BALLS.

35. § 1. A Block is a batted or thrown ball that is stopped or handled by any person not engaged in the game.

§ 2. Whenever a Block occurs the Umpire shall declare it, and Base-runners may run the bases, without being put out, until the ball has been returned to and held by the Pitcher standing in his position.

§ 3. In the case of a Block, if the person not engaged in the game should retain possession of the ball, or throw or kick it beyond the reach of the Fielders, the Umpire should call "Time," and require each Base-runner to stop at the last base touched by him until the ball be returned to the Pitcher standing in his position.

THE SCORING OF RUNS.

36. One Run shall be scored every time a Base-runner, after having legally touched the first three bases, shall touch the Home Base before three men are put out, with this exception, that if the third man is forced out, or is put out before reaching First Base, a run shall not be scored.

THE BATTING RULES.

37. A Fair Hit is a ball batted by the Batsman, standing in his position, that first touches the ground, the First Base, the Third Base,

any part of the person of a player, Umpire or any other object that is in front of or on either side of the Foul Lines, or batted directly to the ground by the Batsman, standing in his position, that (whether it first touches Foul or Fair Ground) bounds or rolls within the Foul Lines, between Home and First or Home and Third Bases, without interference by a player.

38. A Foul Hit is a ball batted by the Batsman, standing in his position, that first touches the ground, any part of the person of a player, or any other object that is behind either of the Foul Lines, or that strikes the person of such Batsman, while standing in his position, or batted directly to the ground by the Batsman, standing in his position, that (whether it first touches Foul or Fair ground) bounds or rolls outside the Foul Lines, between Home and First or Home and Third Bases, without interference by a player. Provided, that a Foul Hit not rising above the Batsman's head, and caught by the Catcher playing within ten feet of the Home Base, shall be termed a Foul Tip.

BALLS BATTED OUTSIDE THE GROUNDS.

39. When a batted ball passes outside the grounds, the Umpire shall decide it Fair should it disappear within, or Foul should it disappear outside of the range of the Foul Lines, and Rules 37 and 38 are to be construed accordingly.

40. A Fair batted ball that goes over the fence at a less distance than two hundred and ten feet from Home Base shall entitle the Batsman to two bases, and a distinctive line shall be marked on the fence at this point.

STRIKES.

41. A Strike is—

§ 1. A ball struck at by the Batsman without its touching his bat; or,

§ 2. A Fair Ball legally delivered by the Pitcher, but not struck at by the Batsman.

§ 3. Any obvious attempt to make a Foul Hit.

42. A Foul Strike is a ball batted by the Batsman when any part of his person is upon ground outside the lines of the Batsman's position.

THE BATSMAN IS OUT.

43. The Batsman is out—

§ 1. If he fails to take his position at the bat in his order of batting, unless the error be discovered and the proper Batsman takes his position before a fair hit has been made; and in such case the balls and strikes called must be counted in the time at bat of the proper Batsman; *provided*, this rule shall not take effect unless *the out* is declared before the ball is delivered to the succeeding Batsman.

§ 2. If he fails to take his position within one minute after the Umpire has called for the Batsman.

§ 3. If he makes a Foul Hit, other than a Foul Tip as defined in Rule 38, and the ball be momentarily held by a Fielder before touching the ground, provided it be not caught in a Fielder's hat or cap, or touch some object other than a Fielder, before being caught.

§ 4. If he makes a Foul Strike.

§ 5. If he attempts to hinder the Catcher from Fielding the ball, evidently without effort to make a Fair Hit.

§ 6. If, while the First Base be occupied by a Base-runner, three strikes be called on him by the Umpire, except when two men are already out.

§ 7. If, while making the third strike, the ball hits his person or clothing.

§ 8. If, after two strikes have been called, the Batsman obviously attempts to make a Foul Hit, as in Section 3, Rule 41.

BASE-RUNNING RULES.

WHEN THE BATSMAN BECOMES A BASE-RUNNER.

44. The Batsman becomes a Base-runner—

§ 1. Instantly after he makes a Fair Hit.

§ 2. Instantly after four balls have been called by the Umpire.

§ 3. Instantly after three strikes have been declared by the Umpire.

§ 4. If, while he be a Batsman, his person or clothing be hit by a ball from the Pitcher, unless, in the opinion of the Umpire, he intentionally permits himself to be so hit.

§ 5. Instantly after an illegal delivery of a ball by the Pitcher.

BASES TO BE TOUCHED.

45. The Base-runner must touch each base in regular order, viz. First, Second, Third, and Home Bases ; and when obliged to return (except on a Foul Hit) must retouch the base or bases in reverse order. He shall only be considered as holding a base after touching it, and shall then be entitled to hold such base until he has legally touched the next base in order, or has been legally forced to vacate it for a succeeding Base-runner.

ENTITLED TO BASES.

46. The Base-runner shall be entitled, without being put out, to take the Base in the following cases :—

§ 1. If, while he was Batsman, the Umpire called four balls.

§ 2. If the Umpire awards a succeeding Batsman a base on four balls, or for being hit with a pitched ball, or in case of an illegal delivery—as in Rule 44, Section 5—and the Base-runner is thereby forced to vacate the base held by him.

§ 3. If the Umpire calls a "Balk."

§ 4. If a ball delivered by the Pitcher pass the Catcher and touch

the Umpire or any fence or building within ninety feet of the Home Base.

§ 5. If, upon a Fair Hit, the ball strikes the person or clothing of the Umpire on fair ground.

§ 6. If he be prevented from making a base by the obstruction of an adversary.

§ 7. If the Fielder stop or catch a batted ball with his hat or any part of his dress.

RETURNING TO BASES.

47. The Base-runner shall return to his Base, and shall be entitled to so return without being put out.

§ 1. If the Umpire declares a Foul Tip (as defined in Rule 38) or any other Foul Hit not legally caught by a Fielder.

§ 2. If the Umpire declares a Foul Strike.

§ 3. If the Umpire declares a Dead Ball, unless it be also the fourth Unfair Ball, and he be thereby forced to take the next base, as provided in Rule 46, Section 2.

§ 4. If the person or clothing of the Umpire interferes with the Catcher, or he is struck by a ball thrown by the Catcher to intercept a Base-runner.

WHEN BASE-RUNNERS ARE OUT.

48. The Base-runner is out—

§ 1. If, after three strikes have been declared against him while Batsman, and the Catcher fail to catch the third strike ball, he plainly attempts to hinder the Catcher from fielding the ball.

§ 2. If, having made a Fair Hit while Batsman, such Fair Hit ball be momentarily held by a Fielder, before touching the ground or any object other than a Fielder; *provided*, it be not caught in a Fielder's hat or cap.

§ 3. If, when the Umpire has declared three strikes on him, while Batsman, the third strike ball be momentarily held by a Fielder before touching the ground; *provided*, it be not caught in a Fielder's hat or cap, or touch some object other than a Fielder, before being caught.

§ 4. If, after Three Strikes, or a Fair Hit, he be touched with the ball in the hand of a Fielder *before* such Base-runner touches First Base.

§ 5. If, after Three Strikes or a Fair Hit, the ball be securely held by a Fielder, while touching First Base with any part of his person, *before* such Base-runner touches First Base.

§ 6. If, in running the last half of the distance from Home Base to First Base, while the ball is being fielded to First Base, he runs outside the three-foot lines, as defined in Rule 10, unless to avoid a Fielder attempting to field a batted ball.

§ 7. If, in running from First to Second Base from Second to Third Base, or from Third to Home Base, he runs more than three feet from a direct line between such bases to avoid being touched by the ball in

the hands of a Fielder ; but in case a Fielder be occupying the Base-runner's proper path, attempting to field a batted ball, then the Base-runner shall run out of the path, and behind said Fielder, and shall not be declared out for so doing.

§ 8. If he fails to avoid a Fielder attempting to field a batted ball, in the manner described in Sections 6 and 7 of this Rule ; or if he in any way obstructs a Fielder attempting to field a batted ball, or intentionally interferes with a thrown ball ; *provided*, That if two or more Fielders attempt to field a batted ball, and the Base-runner comes in contact with one or more of them, the Umpire shall determine which Fielder is entitled to the benefit of this Rule, and shall not decide the Base-runner out for coming in contact with any other Fielder.

§ 9. If, at any time while the ball is in play, he be touched by the ball in the hands of a Fielder, unless some part of his person is touching a base he is entitled to occupy ; *provided*, The ball be held by the Fielder after touching him ; but (exception as to First Base), in running to First Base, he may overrun said base without being put out for being off said base, after first touching it, provided he returns at once and retouches the base, after which he may be put out as at any other base. If, in overrunning First Base, he also attempts to run to Second Base, or, after passing the base he turns to his left from the Foul Line, he shall forfeit such exemption from being put out.

§ 10. If, when a Fair or Foul Hit ball (other than a foul tip as referred to in Rule 38) is legally caught by a Fielder, such ball is legally held by a Fielder on the Base occupied by the Base-runner when such ball was struck (or the Base-runner be touched with the ball in the hands of a Fielder), before he retouches such base after such Fair or Foul Hit ball was so caught ; *provided*, That the Bases runner shall not be out in such case, if, after the ball was legally caught as above, it be delivered to the bat by the Fitcher before the Fielder holds it on said base, or touches the Base-runner with it ; but if the Base-runner, in attempting to reach a base, detaches it before being touched or forced out, he shall be declared safe.

§ 11. If, when a Batsman becomes a Base-runner, the First Base, or the First and Second Bases, or the First, Second and Third Bases, be occupied, any Base-runner so occupying a base shall cease to be entitled to hold it, until any following Base-runner is put out, and may be put out at the next base, or by being touched by the ball in the hands of a Fielder in the same manner as in running to First Base, at any time before any following Base-runner is put out.

§ 12. If a Fair Hit ball strike him *before touching the fielder*, and in such case no base shall be run unless forced by the Batsman becoming a Base-runner, and no run shall be scored, or any other Base-runner put out.

§ 13. If, when running to a base or forced to return to a base, he fail to touch the intervening base or bases if any, in the order prescribed in Rule 45, he may be put out at the base he fails to touch, or by being

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touched by the ball in the hands of a Fielder, in the same manner as in running to First Base.

§ 14. If, when the Umpire calls "Play," after any suspension of a game, he fails to return to and touch the base he occupied when "Time" was called before touching the next base.

WHEN BATSMAN OR BASE-RUNNER IS OUT.

49. The Umpire shall declare the Batsman or Base-runner out, without waiting for an appeal for such decision, in all cases where such player is put out in accordance with these rules, except as provided in Rule 48, Sections 10 and 14.

COACHING RULES.

50. The Captains and Coachers are restricted in coaching to the Base-runner only, and are not allowed to address any remarks except to the Base-runner, and then only in words of necessary direction; and no player shall use language which will in any manner refer to or reflect upon a player of the opposing club, or the audience. To enforce the above, the Captain of the opposite side may call the attention of the Umpire to the offence, and upon a repetition of the same the club shall be debarred from further coaching during the game.

THE UMPIRE.

51. The Umpire shall not be changed during the progress of a game, except for reason of illness or injury.

HIS POWERS AND JURISDICTION.

52. § 1. The Umpire is master of the Field from the commencement to the termination of the game, and is entitled to the respect of the spectators, and any person offering any insult or indignity to him must be promptly ejected from the grounds.

§ 2. He must be invariably addressed by the players as Mr. Umpire; and he must compel the players to observe the provisions of all the Playing Rules, and he is hereby invested with authority to order any player to do or omit to do any act as he may deem necessary, to give force and effect to any and all of such provisions.

SPECIAL DUTIES.

53. The Umpire's duties shall be as follows:—

§ 1. The Umpire is the sole and absolute judge of play. In no instance shall any person be allowed to question the correctness of any decision made by him except the Captains of the contending nines, and no other player shall at such time leave his position in the field, his place at the bat, on the bases or players' bench, to approach or address the Umpire in word or act upon such disputed decision. Neither shall

any Manager or other officers of either club—except the Captains as before mentioned—be permitted to go upon the field or address the Umpire in regard to such disputed decision, under a penalty of a forfeiture of the game to the opposing club. The Umpire shall in no case appeal to any spectator for information in regard to any case, and shall not reverse his decision on any point of play on the testimony of any player or bystander.

§ 2. Before the commencement of a game, the Umpire shall see that the rules governing all the materials of the game are strictly observed. He shall ask the Captain of the Home Club whether there are any special ground rules to be enforced, and if there are, he shall see that they are duly enforced, provided they do not conflict with any of these rules. He shall also ascertain whether the fence in the rear of the Catcher's position is distant ninety feet from the Home Base.

§ 3. The Umpire must keep the contesting nines playing constantly from the commencement of the game to its termination, allowing such delays only as are rendered unavoidable by accident, injury, or rain. He must, until the completion of the game, require the players of each side to promptly take their positions in the field as soon as the third man is put out, and must require the first striker of the opposite side to be in his position at the bat as soon as the Fielders are in their places.

§ 4. The Umpire shall count and call every "unfair ball" delivered by the Pitcher and every "dead ball," if also an unfair ball, as a "ball," and he shall also count and call every "strike." Neither a "ball" nor a "strike" shall be counted or called until the ball has passed the Home Base. He shall also declare every "Dead Ball," "Block," "Foul Hit," "Foul Strike," and "Balk."

§ 5. For the special benefit of the patrons of the game, and because the offences specified are under his immediate jurisdiction, and not subject to appeal by players, the attention of the Umpire is particularly directed to possible violations of the purpose and spirit of the Rules, of the following character :—

§ 1. Laziness or loafing of players in taking their places in the field, or those allotted them by the Rules when their side is at the bat, and specially any failure to keep the bats in the racks provided for them ; or to be ready to take position as Batsmen, and to remain upon the Players' bench, except when otherwise required by the Rules.

§ 2. Any attempt by players of the side at bat, by calling to a Fielder, other than the one designated by his Captain, to field a ball, or by any other equally disreputable means seeking to disconcert a Fielder.

§ 3. The Rules make a marked distinction between hindrance of an adversary in fielding a batted or thrown ball. This has been done to rid the game of the childish excuses and claims formerly made by a Fielder failing to hold a ball to put out a Base-runner. But there may be cases of a Base-runner so flagrantly violating the spirit of the Rules and of the game in obstructing a Fielder from fielding a thrown ball

that it would become the duty of the Umpire, not only to declare the Base-runner "out" (and to compel any succeeding Base-runners to hold their bases), but also to impose a heavy fine upon him. For example: If the Base-runner plainly strike at the ball while passing him, to prevent its being caught by a Fielder; if he holds a Fielder's arms so as to disable him from catching the ball, or if he run against or knock the Fielder down for the same purpose.

CALLING "PLAY" AND "TIME."

55. The Umpire must call "Play," promptly at the hour designated by the Home Club, and on the call of "Play" the game must immediately begin. When he calls "Time," play shall be suspended until he calls "Play" again, and during the interim no player shall be put out, base be run, or run be scored. The Umpire shall suspend play only for an accident to himself or a player (but in case of accident to a Fielder, "Time" shall not be called until the ball be returned to and held by the Pitcher, standing in his position), or in case rain falls so heavily that the spectators are compelled, by the severity of the storm, to seek shelter, in which case he shall note the time of suspension, and should such rain continue to fall thirty minutes thereafter, he shall terminate the game; or to enforce order in case of annoyance from spectators.

56. The Umpire is only allowed, by the Rules, to call "Time" in case of an accident to himself or a player, a "Block," as referred to in Rule 35, Sec. 3, or in case of rain, as defined by the Rules. The practice of players suspending the game to discuss or contest a decision with the Umpire, is a gross violation of the Rules, and the Umpire must promptly fine any player who interrupts the game in this manner.

INFLECTING FINES.

57. The Umpire is empowered to inflict fines of not less than £1 nor more than £5 for the first offence on players during the progress of a game, as follows:—

§ 1. For indecent or improper language addressed to the audience, the Umpire, or any player.

§ 2. For the Captain or Coacher wilfully failing to remain within the legal bounds of his position, except upon an appeal by the Captain from the Umpire's decision upon a misinterpretation of the rules.

§ 3. For the disobedience by a player of any other of his orders or for any violation of these Rules.

§ 4. In case the Umpire imposes a fine on a player, he shall at once notify the Captain of the offending player's side, and shall transmit a written notice thereof to the President of the Association or League within twenty-four hours thereafter, under the penalty of having said fine taken from his own salary.

§ 5. A repetition of any of the above offences shall, at the discretion of the Umpire, subject the offender either to a repetition of the fine or

removal from the field, and the immediate substitution of another player then in uniform.

FIELD RULES.

58. No Club shall allow open betting or pool-selling upon its grounds, nor in any building owned or occupied by it.

59. No person shall be allowed upon any part of the field during the progress of the game, in addition to the players in uniform, the Manager on each side and the Umpire; except such officers of the law as may be present in uniform, and such officials of the Home Club as may be necessary to preserve the peace.

60. No Umpire, Manager, Captain or player shall address the audience during the progress of a game, except in case of necessary explanation.

61. Every Club shall furnish sufficient police force upon its own grounds to preserve order, and in the event of a crowd entering the field during the progress of a game, and interfering with the play in any manner, the Visiting Club may refuse to play further until the field be cleared. If the ground be not cleared within fifteen minutes hereafter, the Visiting Club may claim, and shall be entitled to, the game by a score of nine runs to none (no matter what number of innings have been played).

GENERAL DEFINITIONS.

62. "Play" is the order of the Umpire to begin the game, or to resume play after its suspension.

63. "Time" is the order of the Umpire to suspend play. Such suspension must not extend beyond the day of the game.

64. "Game" is the announcement by the Umpire that the game is terminated.

65. "An Inning" is the term at bat of the nine players representing a Club in a game, and is completed when three of such players have been put out as provided in these rules.

66. "A Time at Bat" is the term at bat of a Batsman. It begins when he takes his position, and continues until he is put out or becomes a Base-runner; except when, because of being hit by a pitched ball, or in case of an illegal delivery by the Pitcher, as in Rule 44.

67. "Legal" or "Legally" signifies as required by these Rules.

SCORING.

68. In order to promote Uniformity in Scoring Championship Games, the following instructions, suggestions, and definitions are made for the benefit of scorers, and they are required to make all scores in accordance therewith.

BATTING.

§ 1. The first item in the tabulated score, after the player's name and position, shall be the number of times he has been at bat during

the game. The time or times when the player has been sent to base by being hit by a pitched ball, by the Pitcher's illegal delivery, or by a base on balls, shall not be included in this column.

§ 2. In the second column should be set down the runs made by each player.

§ 3. In the third column should be placed the first base hits made by each player. A base hit should be scored in the following cases:—

When the ball from the bat strikes the ground within the foul lines, and out of reach of the Fielders.

When a hit ball is partially or wholly stopped by a Fielder in motion, but such player cannot recover himself in time to handle the ball before the striker reaches First Base.

When a hit ball is hit so sharply to an infielder that he cannot handle it in time to put out the Batsman. In case of doubt over this class of hits, score a base hit, and exempt the Fielder from the charge of an error.

When a ball is hit so slowly toward a Fielder that he cannot handle it in time to put out the Batsman.

That in all cases where a Base-runner is retired by being hit by a batted ball, the Batsman should be credited with a base hit.

When a batted ball hits the person or clothing of the Umpire, as defined in Rule 37.

§ 4. In the fourth column shall be placed Sacrifice hits, which shall be credited to the Batsman, who, when but one man is out, advances a Runner a base on a fly to the out-field or a ground hit, which results in putting out the Batsman, or would so result if handled without error.

FIELDING.

§ 5. The number of opponents put out by each player shall be set down in the fifth column. Where a Striker is given out by the Umpire for a foul strike, or because he struck out of his turn, the put out shall be scored to the Catcher.

§ 6. The number of times the player assists shall be set down in the sixth column. An assist should be given to each player who handles the ball in assisting a run out or other play of the kind.

An assist should be given to a player who makes a play in time to put a Runner out, even if the player who could complete the play fails, through no fault of the player assisting.

And generally an assist should be given to each player who handles the ball from the time it leaves the bat until it reaches the player who makes the put out, or in case of a thrown ball, to each player who throws or handles it cleanly, and in such a way that a put-out results, or would result if no error were made by the Receiver.

ERRORS.

§ 7. An error shall be given in the seventh column for each misplay which allows the Striker or Base-runner to make one or more bases

When perfect play would have ensured his being put out, except that "wild pitches," "bases on balls," "bases on the Batsman being struck by a pitched ball," or case of illegal pitched balls, balks, and passed balls, shall not be included in said column. In scoring errors of batted balls, see Section 3 of this Rule.

STOLEN BASES.

§ 8. Stolen bases shall be scored as follows :—

Any attempt to steal a base must go to the credit of the Base-runner, whether the ball is thrown wild or muffed by the Fielder ; but any manifest error is to be charged to the Fielder making the same. If the Base-runner advances another base he shall not be credited with a stolen base, and the Fielder allowing the advancement is also to be charged with an error. If a Base-runner makes a start and a battery error is made, the Runner secures the credit of a stolen base, and the battery error is scored against the player making it. Should a Base-runner overrun a base and then be put out, he should receive the credit for the stolen base.

EARNED RUNS.

§ 9. An earned run shall be scored every time the player reaches the home base unaided by errors before chances have been offered to retire the side.

THE SUMMARY.

69. The Summary shall contain :

- § 1. The number of earned runs made by each side.
- § 2. The number of two-base hits made by each player.
- § 3. The number of three-base hits made by each player.
- § 4. The number of home runs made by each player.
- § 5. The number of bases stolen by each player.
- § 6. The number of runs batted in by base hits by each batsman.
- § 7. The number of double and triple plays made by each side, with the names of the players assisting in the same.
- § 8. The number of men given bases on called balls by each Pitcher.
- § 9. The number of men given bases from being hit by pitched balls.
- § 10. The number of men struck out.
- § 11. The number of passed balls by each Catcher.
- § 12. The number of wild pitches by each Pitcher.
- § 13. The time of game.
- § 14. The name of the Umpire.

ROUNDERS, FIELDBALL,
BASEBALL-ROUNDERS,
QUOITS, BOWLS,
SKITTLES, AND CURLING.



J. M. WALKER.

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ROUNDERS, BASEBALL-ROUNDERS, QUOITS, BOWLS, ETC.

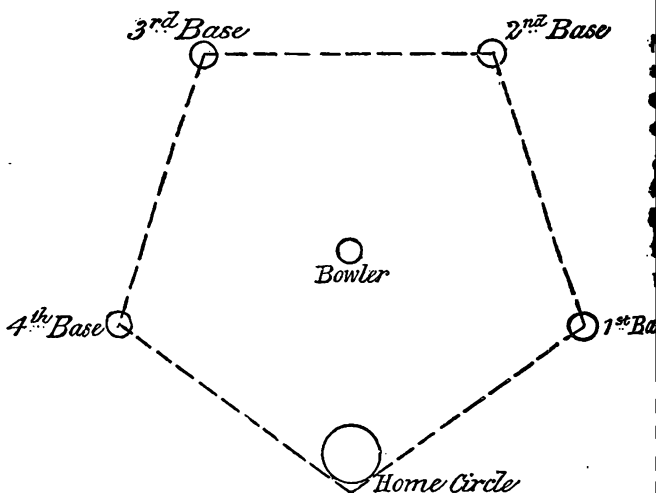


ROUNDERS.

THE game of rounders is of very ancient origin, and still enjoys a wide-spread popularity in England, although as a national game it has yielded to the superior attractions of cricket. One great advantage in its favour is that it is easily learned, and it is therefore one of the first subjects of education for the ordinary schoolboy, and forms a valuable prelude for the graver and more arduous pastimes of cricket and baseball. It is frequently played in girls' schools, and is often a most desirable adjunct to a picnic, as the implements of the game are very simple, consisting usually of a tennis-ball and a smooth round stick, large enough to be conveniently grasped by the hand, and about two feet in length. Though desirable, it is not absolutely necessary to the enjoyment of the game for the ground to be as level as an ordinary cricket pitch; so that the game can be played in any ordinary field or playground, or even on the sands.

Ground.—The ground is usually marked out thus—

OUT FIELD



Five equidistant bases are chosen, and marked out with cricket-stumps, each being distant from the other from fifteen to twenty yards; the first base being called House, or Home, and the others numbered 1, 2, 3, 4 respectively. At the middle of the circle, or pentagon, stands the bowler or feeder.

THE PLAY.

Two sides are chosen, as at football, the number being variable. It should certainly not be less than ten or twelve, but twenty-four or thirty are not too many. The side winning the toss has the choice of batting or taking the

field. Usually the captain who wins the toss elects to bat; and his men take their places inside the circle which is drawn to indicate Home, and bat in the order arranged by the captain.

The fielding side are disposed pretty well on the same principle as at cricket. The bowler or feeder stands at F, and after calling "play," tosses the ball to the batsman, who has to hit it before it touches the ground. The wicket-keeper stands behind the batsman, immediately in front of Home. The others are arranged, according to their numbers and capabilities, round about the bases. Special care should be taken to select good out-fielders, who can catch and throw in well, as that will greatly affect the duration of the innings.

THE BATSMAN

attempts to hit the ball far and low over the field. If he succeeds, he throws down his bat and runs to base 1; and the second player takes up the bat in his turn. The batsman may, if he can, run on to base 2, or, if the ball is not fielded in time, he may complete the circuit of the bases, which is termed making a "rounder," and is scored to the advantage of the batting side.

The batsman is out—

- (1) If he fails to strike the ball.
- (2) If he tips it and it falls behind him.
- (3) If the ball is caught before it touches the ground, or after a single rebound.
- (4) If he is hit by the ball while running between two bases.

He has the privilege of being allowed to refuse three balls, but he must accept the fourth. After gaining the first base, the batsman essays to gain the next while the ball is being

served to another of his side ; it being the object of the fielding side to strike him with the ball before he has reached the base. The bowler is allowed to pretend to toss the ball in order to tempt a player to leave his base, and to put him out of the game by striking him. The innings is continued until the whole side is put out, when the fielding side take the bat in their turn. However, when all are out but one, the last player is entitled to claim "three fair hits for the rounder," which are intended to give him and his side another innings, if he can succeed in making the complete circuit of the bases without being struck by the ball. If on the first or second hit the striker starts but does not succeed in making the rounder he is not entitled to try again.

If, at any time, the number of the batting side has greatly diminished, and the players happen to be all at the different bases, no one being left at Home to strike, the bowler is allowed to run to the Home-circle and ground the ball, thereby putting them out. The side scoring the greatest number of rounders, wins.

Such are the main principles of the game, which it has been necessary to explain more fully, because, perhaps, no other game has been subject to so many modifications according to the tastes and inclinations of the players.

A few of these may be briefly enumerated.

(a.) An innings may be terminated when a certain number of the batting side are put out, without continuing the innings of all the players. Such number to be decided before commencing the game.

(b.) A batsman who has reached a base, may be compelled to stop there, if the ball has been grounded by the bowler or wicket-keeper, or if it has been passed from the former to the latter, or *vice versa*, subsequent to the batsman's

striking it. He then cannot run to the next base until the ball has been delivered to the next batsman.

(c.) It is sometimes decided that a single catch shall put the whole side out.

(d.) If, when a side has been put out, a member of that side seizes the ball, and strikes with it any one of the opposing side before he has reached the Home-circle to bat in his turn, the side whose member is so struck forfeits its innings in favour of their opponents. To obviate this, it is usual for the fielder who has the ball last, to jerk it over his shoulder to a sufficient distance, out of reach of his adversaries.

(e.) Any one who leaves the limit of the Home-circle when it is not his turn to bat, may be put out of the game, by being struck with the ball.

Previous to the game, all these different points should be settled by the captains of the opposing sides.

It will thus be seen that the interest of the game depends very much on the smartness and alacrity of the fielding. The fielders, and more particularly those fielding deep, should endeavour to return the ball as swiftly and accurately as possible to the bowler or wicket-keeper. It is the duty of these two players to try to throw the batsman out when running, but, of course, if a fielder is close to the batsman when he secures the ball, he should at once put him out of play himself by striking him. Care, should be taken not to throw the ball wildly at the runner, as he is, if missed, thereby enabled to run on and, perhaps, complete the circuit of the bases before the ball is again recovered. Backing up, as in cricket, is essential to good fielding; and the fielders should be always on the alert, to receive overthrows and to support each other in case of failure. Point, long-off, long-on, cover-point, should be

entrusted to reliable catches. Above all things, it is desirable to keep cool, especially when the other side are having a long innings and piling on rounder after rounder; for although excitement occasionally wins a match, it more frequently loses one.

The batting side should be cautioned not to run needless risks in running, and to hit hard and low, so as to avoid spooning. The captain should particularly urge this point on his side; and, while proving himself λόγῳ τε καὶ ἔργῳ ἄριστος, should after all remember that "example is better than precept."

MODERN ROUNDERS.

A FEW years ago the old game of rounders found many patrons among the busy working people around Glasgow and Liverpool, particularly, and in Gloucester and other places. Desirous of having some recreation in summer which would afford an opportunity for competitive team work, and not having the time or disposition for cricket, large numbers of grown men in the iron foundries and other workshops in the valley of the Clyde, and in the warehouses and manufactories of Liverpool took up rounders.

Clubs were formed and, after continued practice had resulted in considerable expertness, matches were interchanged between the local organizations. As the old game of rounders differed in rules and details of play in different localities, the matches at first were attended with confusion and conflict of authority. It was, therefore, found necessary to reduce the contradictory rules of the old-fashioned game to something like a system in order to promote harmony and prevent disputes. Two representative governing bodies were accordingly formed, one for Liverpool and district, and the other for Scotland. The former took the name of the National Rounders Association, and the latter the Scottish Rounders Association. These associations were composed of delegates from active playing clubs, and the

laws enacted by them were practical rules which experience in play had shown to be necessary. Subsequently representatives of these two organizations and a third, the Gloucester Rounders Association, further harmonized the play, which is now uniform wherever what may properly be called "modern rounders" is played.

The National Physical Recreation Society, seeing in this movement an opportunity to encourage out-door recreation among the masses in 1885, presented a shield which it declared to be open for competition to all rounders clubs of England. The first year no fewer than fifty clubs entered the lists for the shield, nearly all of which belonged to the National Rounders Association, the Scottish and Gloucester Associations providing no competitors. Owing to the large number of entries, and to the embarrassment caused by the fact that many of the competitors had no chance whatever of winning, or even of obtaining a place in the second or third round, it was decided that for the season of 1886 the combatants should be divided into senior and junior divisions. Under this arrangement twenty-four clubs entered as seniors, and thirty-nine as juniors. In the following year increased interest attended the matches for the shield, and, in consequence, as well as by reason of the excellent executive skill with which the affairs of the association have been directed, the National Rounders Association has become an active, progressive body, and the game an unqualified success. In Liverpool and the immediate suburbs the clubs during the past season were so numerous that it became necessary to form not only a Senior and a Junior League, but a Minor League as well. By these combined leagues there are played in and about Liverpool every Saturday, from the first of May until the first week in September, from eight to twelve matches

for championship honours. These games take place in the public parks and wherever a suitable open space can be procured, the finals only taking place on enclosed grounds.

Large crowds of spectators manifest great interest in the meetings between the best of the rival organizations, and in many instances this interest is repaid by brilliant exhibitions of fielding on the part of the players. In fact, such a degree of expertness was attained as to make it necessary a year or two ago to again modify the rules, so as to give an enlarged scope to the more skilful players. These changes were made in 1889 at a convention of the National Rounders Association. In some respects they were so radical as to entirely obliterate the well-known features of the old-fashioned sport as it is generally played by the young people of both sexes throughout England and Scotland. In the old game, even as played by the clubs of the National Rounders Association, a small and comparatively soft ball was used, and the striker was restricted to the employment of one hand in batting. Now the rules prescribe that the ball shall weigh from $3\frac{1}{4}$ ounces to $3\frac{3}{4}$ ounces, that the bat may be 35 inches in length, and that the batsman may use both hands. A standard ball, similar in every respect to a Junior League baseball, and nearly twice the size of the one formerly used, was adopted for championship matches. It is nearly as hard as a boy's cricket-ball. A runner hit by such a ball, if thrown swiftly, might be seriously injured. It therefore became necessary to amend the laws still further by abolishing the rule that a base-runner might be put out by being hit by the ball while running between bases.

Thus the old and vulgar practice of shying at the runner was done away with. In its stead it was provided that if the

fielder, having the ball in his hand, touched first base with it before the batsman reached that base, or if he succeeded in touching the runner while off a base, or between any of the bases, that act should put the runner out. As a natural result from this wholesome change the fielding has been materially improved, not only in the catching of a thrown ball, but in the accuracy and speed of throwing it. In the old game but little attention is paid to fielding, the sport being indulged in as a frolic and a vent to exuberant physical activity. The hitting of a player, or the vain attempt to make a target of the flowing skirts of a young girl running round the bases, usually provokes hilarity, and is considered the comedy episode of picnic fun-making. For such a game the modern rounders player would feel the same measure of contempt that a cricketer shows for rounders in general.

It is to be regretted that modern rounders suffers by association of name, at least, from its progenitor. It is an excellent game, full of life and vigour, and helpful in the way of fielding and the practice of team work to young cricketers and baseball players. If its merits were more widely known, it would speedily find a place in the curriculum of preparatory and public school sports.

It will be seen from the foregoing that while modern rounders has been separated by a wide remove from the old-fashioned game, it has approached more nearly by every change made by its legislators to baseball. From the latter game it has now only these three marked differences :—

1. In modern rounders batting is permitted in any direction. In baseball the batsman may run only upon a ball batted in front of him. This latter rule admits of the use of a smaller ground, brings the play nearer to the on-

lookers, and enables more accurate throwing from the fielder to the baseman.

2. There are four bases in modern rounders exclusive of the home base, and but three in baseball. The fourth base in the former game is practically unguarded, and a runner who has reached third base can with but little difficulty "steal" home.

3. In modern rounders, as in the old-fashioned game, the entire side must be put out before the innings is closed. In baseball the rule is "three out all out," and it has been found to work admirably in giving greater life and variety to the play, and in encouraging the batsmen by affording them repeated opportunities for a chance at the bat. It also teaches them the value of team work, as it often occurs that a "sacrifice hit," by which the batsman is put out, enables one of his side to score a run.

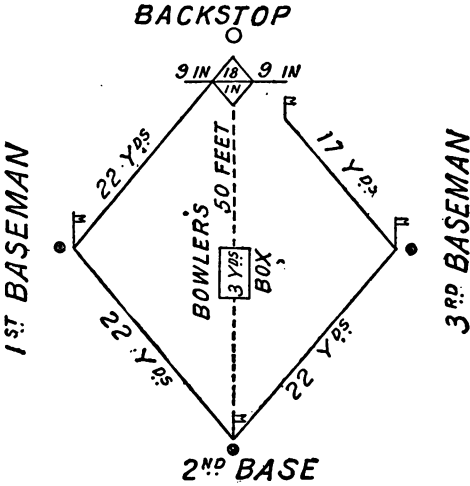
As the lawmakers of modern rounders have thus far modelled their legislation on the rules of baseball, it is probable that within a short time this comparatively new game will conform entirely to baseball and the two games be merged in one.

A detailed description of the game is unnecessary, as any one acquainted with old-fashioned rounders—and who is not?—can obtain a thorough knowledge of it from the accompanying rules. These rules, together with the diagram of the field (see p. 12), are those adopted by the National Rounders Association, to which reference has been made.

LONGSTOP

1ST COVER

4TH COVER



2ND COVER

3RD COVER

CENTRE COVER

RULES.

National Rounders Association's Revised Laws of the Game of Rounders.

LAYING OUT THE GROUND.

1. The ground shall be laid out in the form of a diamond, as per diagram herewith, each side to measure 22 yards, the extreme length to be 33 yards, and the breadth to be 29 yards. The first point shall be called the "Batting Base;" that on the right, "First Base;" the centre point, "Second Base;" that on the left, "Third Base." The "Fourth Base" shall be placed 17 yards beyond "Third Base," in a direct line with "Striking Base." To distinguish these bases, four base poles, each 3ft. 6in. above the ground, made of wood or iron, and free from projecting points liable to injure the player shall be used.

NUMBER OF PLAYERS AND POSITIONS.

2. In a match the number of players on each side shall not exceed eleven; their names and positions on the field shall be as per diagram.

THE BALL.

3. All matches shall be played with the Association Ball as stamped, and sold only by the appointed agents of the N.R.A., whose names can be obtained from the Association Secretary. The said ball shall weigh from $3\frac{1}{4}$ to $3\frac{3}{4}$ ounces, and shall not exceed from $8\frac{1}{4}$ to $8\frac{3}{4}$ inches in circumference.

THE BAT.

4. The bat must not exceed 35in. in length, nor $3\frac{1}{2}$ in. in breadth.

Double or single handed batting shall be permitted at the option of the batsman.

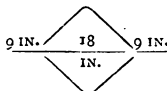
BOWLER'S POSITION.

5. The distance between the striking crease and bowler's crease shall be 50 feet, as per diagram. The bowler may take a

run of three yards, but at time of commencing his run, and when actually delivering the ball, he must always have both his feet within the limits of the "Bowler's Crease," as defined in Rule 7. The umpire shall call "No ball," and it shall count one to the batting team, for every ball not bowled in strict accordance with this rule.

STRIKING BASE.

6. The striking crease shall be defined by a crease three feet wide, in the centre of which there shall be a diamond 18 inches wide, thus—



the diamond in the centre thereof being the "Touching Plate" to be used for touching the side out when there are no batsmen ready to take their place at the crease.

BOWLER'S CREASE.

7. The bowler's crease shall be an oblong space 3 yards long by 24 inches wide, the top end of which must be 50 feet in a direct line from the striking crease and the second base, as per diagram.

METHOD OF SCORING.

8. A batsman must aim at one of three good balls, or failing to do so, shall be declared "out;" but on a batsman striking, he scores one point for each base he succeeds in touching without stopping—i.e., should he run to second base, he scores 2 points; but should he stop at first base, he only scores 1 point, and so on; though in every case he must run the whole of the bases consecutively before he is "Home."

If a batsman aim at a ball and fail to hit it, but succeed in "getting away" to a base or bases without being "put out," such runs shall not score to the batsman's credit, but be entered in the score book as "Byes," said byes being included in the grand total of runs made by the team.

DEFINITION OF "GOOD" AND "BAD" BALLS.

9. Every ball delivered over the striking base, not higher than the head nor lower than the knee of the batsman shall be declared by the Umpire a good ball, and every ball delivered outside these limits shall be declared a bad ball.

The bowling umpire shall declare audibly, so as to be distinctly heard by bowler and batsmen, each ball as delivered, whether "good" or "bad," and for every two bad balls delivered to any batsman, one extra shall be scored to the batting team.

DEFINITION OF BOWLING.

The ball must be *bowled* with a clear fair underhand delivery, free from jelt or jerk, every ball jelted or jerked (in the opinion of the Umpire, who shall be the sole judge, and his decision in all cases to be final) to be declared a "No ball," and same shall count one to the batting team.

If a batsman strike at a ball, whether good or bad, he shall be understood to accept it as good, and take the consequences, except "No balls," as defined in rules 5 and 9.

BATSMAN, WHEN "OUT."

10. A batsman shall be declared "out"—

1st. If the ball be clean caught and held by any of the fielding team off the bat, without first touching the ground.

2nd. If the first base or batsman be touched by any fielder with the ball (which **MUST NOT** leave the fielder's hands), or with the fielder's hand holding the ball, before the said batsman succeeds in touching the base—provided always that the ball is not diverted in its flight from the bat by striking against any obstacle or bystander (other than the ground), in which case the batsman shall not be out.

3rd. If the batsman is touched with the ball, which *must not* leave the fielder's hands, before he has touched second, third or fourth bases.

4th. If the batsman when striking at the ball misses it, and the ball afterwards hit him on any part of his body or legs, before touching the ground from the bowler's hand.

In every case the batsman shall score the number of points per base he succeeds in touching before being put out.

The batsman, whilst running, shall not deviate from a straight line drawn from base to base, and if he deliberately deviate therefrom to avoid any baseman, he shall be declared "out."

A batsman may "over run" any of his bases when running, but must come back to the base again before starting for the next base.

In every case where a batsman claims to have "over run" his base, he must turn to the right when returning to the base. If he turns to the left he may be touched out by any fielder, on the ground that he is about to try and steal to the next base.

At every base, the batsman must always keep his hand on the base, otherwise he may be put out by being touched with the ball the moment his hand is removed therefrom.

If in the opinion of the umpire the ball be accidentally or wilfully knocked out of the hand of a fielder seeking to touch out a base runner, the umpire shall declare such base runner out.

If a batsman in running the bases accidentally misses touching a base, the umpire shall bring him back, and no runs be scored past the base missed; the batsman cannot be put "out" whilst coming back to the base missed.

BATSMAN AND FIELDERS OBSTRUCTED.

11. If, whilst running the bases, a batsman be so obstructed as to cause him to be thrown out, he shall be ruled "not out;" but if a batsman wilfully obstruct by kicking, carrying, or delaying the ball, or if he hit the ball twice consecutively, or if he interferes with a fielder in any way whilst in the discharge of his duty, such player shall be declared "out."

No batsman shall be declared "out" who is prevented or balked from reaching the bases by the action of any fielder.

NUMBER OF INNINGS.

12. Three innings shall be considered the number to be played to decide a match, unless otherwise arranged by the respective captains before commencing a match.

When a team is 30 runs behind, it shall be compulsory for it to "follow on."

If from any circumstances whatever, it is found impossible to play the three innings, a match shall be decided by the result of the completed two innings played.

TERMINATION OF THE GAME.

13. When there is but one batsman at the striking crease, he must strike at one of four good balls or be "out," and the innings shall only be terminated by the last batsman being caught out, or the "Touching Base" being struck with the ball by a fielder whilst the batsman is running the bases. When there is only one man left on the batting side, he shall be entitled to claim a rest of three minutes after running the bases before being called upon to take his place again at the striking base.

When a club has made a winning score, it shall have the option of terminating the game.

UMPIRES.

14. Two umpires shall be appointed by the competing clubs, who shall act together, one giving his attention entirely to the bases, whilst the other attends solely to the bowling throughout the match.

On points of facts connected with the play going on, the umpires' decision shall be final. *On questions of interpretation of Rules or Laws of the Game*, an appeal may be made to the Executive, but the umpires' decision must be acted upon in the field.

It shall be the umpires' duty to see that the ground is laid out correctly.

No umpire shall be changed during a match, unless with the consent of both sides.

FIELDBALL.

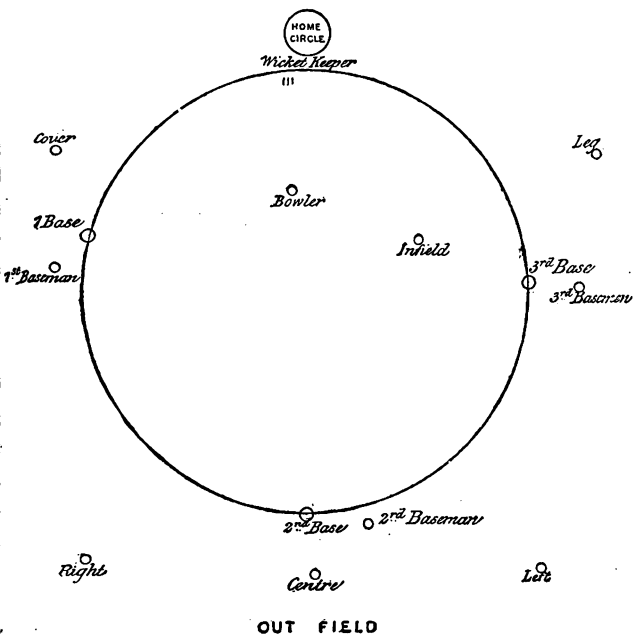
THE game of fieldball was first invented by Mr. J. M. Walker, March 24, 1888. This game is an expansion of rounders, the cricket and baseball element being introduced for the sake of novelty. In fieldball the bases are arranged in a circle, with an interval of twenty-five yards between each of them. Home is marked out by a circle as in rounders, and the pitcher or bowler takes up his position fifteen yards from the home circle, in front of which three stumps are pitched as in cricket.

The Play.—To secure the best game the players should be not more than eleven a side. After tossing for choice of innings, the side taking the field should be arranged as follows: wicket-keeper, bowler, first, second, and third basemen, cover, in-field, square-leg, and three out-fields (right, centre, and left). The bowler then delivers the ball in turn to each of the opposing side who must not quit the home circle until it is their turn to bat, otherwise they can be put out of the game by being struck with the ball.

The batsman may refuse any ball which, in the opinion of the umpire, is not fair; but he is out—

- (1) If the ball hits the wicket;
- (2) If the ball is caught before it touches the ground (two catches put the whole side out);
- (3) If he is hit with the ball before he has reached the base for which he is running.

If the batsman on striking the ball succeeds in reaching home after completing the circuit of the bases *before* the ball has been grounded in the bowling circle, he scores one run which is placed to the credit of his side. The bowler may stop his running by grounding the ball in the bowling circle



as soon as he receives it. After the completion of six innings (or any other number previously agreed upon) by each side, that side which has scored the greater number of runs, wins. No hitting behind the wicket is allowed. When five of the batting side have been disposed of, either by being

bowled, caught, or run out, the whole side is put out, and the opposing party become defenders in their turn.

THE BATSMAN

should endeavour to hit hard and *low*, and this duty should be emphatically urged by the captain upon the weaker players especially. Doubtless there will be some strikers endowed with good eyes and considerable hitting powers who may be expected to score for their side, but the weaker members should try first to make sure of hitting the ball, and then to get away as rapidly as possible to the next base, because there is the risk of being bowled. It is an unenviable position for the batsman and his side alike, when he spoons up a catch which is held. Rash and risky running, when unnecessary, is to be avoided, especially when the ball is in the fielders' hands.

THE FIELD.

Good fielding is a *sine qua non*, and a catch held, or a ball smartly returned to the bowler or wicket-keeper, will ensure the speedy downfall of the opposing side, and cause the variety on which the charm of this game principally depends.

THE BOWLER

occupies a very important position. It is his business to give "fair" balls to the batsman, *i.e.* underhands which pitch within four feet of the wicket, and he should be on the *qui vive* for hard returns which are frequently very difficult to hold. He should caution the fielders not to indulge in those hard risky shots at the runners which so frequently miss fire, but to return the ball promptly to him.

In-field should be a good catch, as he frequently gets balls which the batsman is trying to hit to leg, and occasionally comes in for the skyer which results from a miss hit. He, as well as the rest of the field, should not throw the ball at a runner, unless almost certain of hitting him, and, in the event of failure, being well backed up.

First, second, and third basemen, and *cover*, are all ranged nearer the play, and should therefore not fire too hard at the runner. Third baseman gets the most work, as the hitting is usually to leg.

The wicket-keeper should be on the look-out for snap catches, and should be ready to arrest the progress of the runner who is just leaving or reaching home. He may also put out of play any one who unnecessarily leaves the home circle.

The duties of the *out-field* and *square-leg* principally consist in backing up, making sure of distant skyers, and stopping hard, swift strokes along the ground. They must bear in mind that if they miss the ball a run almost invariably results to the opposite side.

It will thus be seen that fieldball partakes of the nature of cricket, rounders, and baseball. It is not so long as cricket where, if the bowling be weak, the fielding side often has to watch a single batsman making a century, and it possesses all the variety and charm of the other two pastimes, while it is not quite so intricate. Its great merit lies in the fact that it cultivates excellence in throwing, picking up, catching, and wicket-keeping, and it necessitates the sacrifice of self for the good of the side. Since its introduction it has become very popular, especially in preparatory schools, and is frequently played at the end of the football season, when the turf is not quite ready for cricket, to which it forms a sort of agreeable *initia prima*.

RULES.

1. The ground shall be marked out in a circle with four bases twenty-five yards apart, having a wicket pitched in front of the first base.
2. The ball shall not be more than two and a half inches in diameter, and the bat shall not exceed two and a half feet in length, or two and a half inches in diameter.
3. The players shall be eleven a side, one of whom shall be the captain.
4. The bowler shall deliver the ball fifteen yards, in a straight line from the wicket, with an underhand delivery, and a pace varying from medium to slow.
5. No ball shall count as fair unless it pitches within four feet of the wicket.
6. The batsman may refuse as many balls as he likes ; but he must leave his base after hitting or trying to hit, three balls.
7. The batsman is out—
 - (1) If the ball hits his wicket .
 - (2) If he is caught ;
 - (3) If he is hit with the ball thrown by a fielder before reaching the base for which he runs.
8. The batsman becomes a runner on leaving the home-base.
9. One run shall be scored when the runner reaches home after completing the circuit of the bases, previous to the ball being grounded by the bowler in the bowling-circle.
10. Two runners may not remain at the same base.
11. The side is out—
 - (1) If two batsmen be caught ;
 - (2) If five batsmen be bowled or thrown out.
12. An equal number of innings, mutually agreed upon previous to the game, shall be played by each side.
13. The side scoring the greatest aggregate of runs shall be the winner.
14. The umpire shall be the sole interpreter of the rules, and judge of fair or unfair play.

BASEBALL-ROUNDERS.

Contributed by MR. C. C. MOTT, of Rugby and Cambridge.

Two chief causes led to the invention of this game in 1889. The first was that it might fill up an evidently existing blank in the Lent term of a school; the second, and an outcome of the first, was that "fielding" at cricket might be improved among boys, by having an interesting game which would accomplish by competition and excitement that result which previously had only been attained—if, indeed, it had been attained at all—by unsystematic practice at irregular times.

At many schools football is made to fill up the time of both Christmas and Lent terms. This is often objectionable from the fact that boys are apt to look upon such prolonged football as "stale;" which is especially the case in schools where there is not much variety offered in the choice of "picking sides." It is objectionable, too, in that it spoils the ground for cricket; in some places it is quite impossible to play football after Christmas on this account.

At other schools, though their number is not large, hockey serves to fill up the time; but, excellent game as this is, the objection of spoiling the ground holds good in this case also.

At still fewer schools the old game of rounders is played,

although in most cases, it must be confessed, only as a substitute when all other games have failed.

So there was the blank which baseball-rounders and other kindred games have come to fill.

As the name suggests, it is a combination of the American national game and English rounders, though it is nine parts baseball to one part rounders. The reason of this unequal proportion is due to the fact that baseballers are admittedly superior to cricketers in the difficult art of fielding; and the cultivation of this art was, as has been stated, the second cause of the game of baseball-rounders being added to the list of other ball games.

It is acknowledged on all hands that no English cricketers can, as a body, hope to equal, or even approach, such perfection of fielding as displayed by American baseball players. Now, it ought to be asked, Why should this be so? The answer is not hard to give, and is twofold. First, because in America practice in fielding takes the same important place as practice in batting at the nets does in England. Second, because in an English cricket match the batsman and bowlers are the players who get all the credit for a victory, and the poor fieldsman—except perchance to hear an occasional cry of "Well fielded!" or a few spasmodic hand-clappings and shouts of "Well caught!"—returns to the pavilion unrewarded and unrecognized.

Is this the way Americans play their national game? No; there every fieldsman has every piece of good play, and, what is more, every piece of bad play recorded for or against him in the score-book, and his fielding average is as carefully worked out at the end of the season as are the averages of popular professional and amateur batsmen and bowlers in England. Though baseball-rounders does not go quite to such an extent as this, still it is in the fielding

department that the player will gain most *kudos*, and be most serviceable to his side.

As regards the fielding in baseball-rounders as compared with that requisite in cricket, the comparison is largely in favour of the former, inasmuch as it not only admits of the same fine stops and pick-ups of the batted ball, and of chances for fine running catches as in cricket, but opportunities are offered in baseball-rounders for "double-play," that is, putting two or more men out from one hit ball, something quite unknown in cricket-fielding, and a thing which, above all others, constantly keeps the fieldsmen on the alert.

Then, too, there is another peculiar feature of baseball-rounders which cricket does not possess, and that is that the ball is never at rest till the side is put out. When the first player is out (it is necessary for three men to be out before the side is out), the game does not become suspended till the next batsman has taken his place, as in cricket, but goes merrily on. For instance, a batsman in cricket hits a ball into the "country," which is caught; the moment that ball is caught the play is suspended until the next batsman takes his place at the wicket. Not so in baseball-rounders, however; there is no such delay, and this it is which makes the game so brisk. The moment the ball is caught it is additionally possible for the fieldsmen who caught it to throw it to some other base-man, so as to put out one or two of the base-runners, as the case may be, who at that moment may be attempting to steal a base (that is, to run from one base to the next in order) or gain a run.

Thus it may easily be seen that baseball-rounders is a useful adjunct to cricket-fielding, or perhaps it would be better to say that it serves as a valuable means of giving early instruction in the art by gradually loosening a boy's

muscles and strengthening and training the throwing-arm before the wear and tear of the other branches of cricket have commenced. In passing, too, it may be mentioned that baseball-rounders possesses a great advantage, similarly with other games of the same nature, in the fact that a match can be begun and ended in two hours at the most, and also that it can be left off at a moment's notice, and resumed without the slightest confusion or difficulty at a later time. Then, again, the quickness of the game and the constantly changing nature of it, at once lends itself to a boy's fancy. There is no long wearisome wait while some one on the other side is engaged in making a hundred; it is simply a case of rapidly disposing of three batsmen (in many cases before a run has been scored), and then of the players on the out-side in turn becoming batsmen.

By the bases being thirty yards distant from one another, making the full circuit of the diamond 120 yards, baseball-rounders affords a capital opportunity for players to show their sprint-running abilities; for, as frequently happens in the course of a game, it often is a case of a race between the ball and the base-runner whether he will be put out, or whether he will score a run for his side, or even save his side from being put out. It is well known that L. E. Myers, the famous runner, first discovered his powers from baseball-running; and so baseball-rounders should be an incentive to boys to do likewise. At all events, the method of the game provides them with a good opportunity of so doing.

With regard to the history of this new game a few words may not be out of place. It was first originated and made known by a letter published in the *Field*, November 9, 1889. This letter gave the outlines of the rules, and stated the need there was for some such game. The idea being favour-

ably received by other writers, a meeting was called and held in London, December, 1889, when the rules were thoroughly discussed, and in some cases altered. It was agreed that they should be printed and circulated, and that another meeting should be held about Easter, 1890, at which fresh suggestions and improvements could be made after the game had had a good practical trial. This was done; and at the second meeting the rules were revised and improved, the chief improvement being to reduce the number of players from eleven to nine, and to have the "foul" lines drawn as in baseball, viz. in lines from the home base, through first and third bases, instead of extending right and left of the home base at right angles to a line drawn from the pitcher's square to the home base. This was done because it was found that, having such a large space to hit into, boys were encouraged in their natural tendency to "pull" balls round; and it was justly argued that it was futile to have a game in order to improve one branch of cricket, namely fielding, and spoil another branch, namely correct style of batting.

The game of baseball-rounders has already attracted many players from amongst public as well as private schools; and it is said, moreover, to have already caused a very marked improvement in the object which it was designed to reach.

It would be of no purpose to enumerate here the different niceties of play in baseball-rounders, which readily suggest themselves when the game is in actual progress. Suffice it to state that they are identical in very many respects with the strategies of baseball—a subject which has previously been treated in this series.

One or two points in baseball-rounders may be mentioned. It is a great desideratum to have a good captain; he

must be a good general, and have a clear head. The captain of the fielding side should be ready, immediately on a ball being hit, to call out to the fieldsman who stops it where to throw it to; as for instance, "Throw to first!" "Throw to second!" "Throw to catcher!" and so on, as the case may be.

Great care should be exercised when the nine are placed in the field in selecting the players for their various positions. The most difficult of these positions are "catcher" (answering to the wicket-keeper), "first baseman," "second baseman," and "short-stop" (answering as nearly as possible to mid-on). The catcher should have all a wicket-keeper's qualifications, and in addition should be a straight and speedy thrower. To prevent base-runners stealing bases, he should be able to throw not only the thirty yards to first base, but over forty yards to second base. The first and second basemen should be players who can make sure of always catching a swiftly thrown ball. The short-stop requires to be alert in picking up the ball, and immediately throwing to first or second base. The third baseman will not, as a rule, have as much work to do as the others. The out-fieldsmen should be good catchers and throwers.

The players having been selected for certain positions, should always be played in those positions. This is not only essential to good play, but will save much trouble, confusion, and delay. It must be remembered that as every in-fieldsman should, on obtaining possession of the ball, throw it to the first baseman (unless a runner is attempting to steal a base), so the out-fieldsmen should be taught to throw the ball at once to the second baseman. This is an important rule, to which there are comparatively few exceptions.

It will be seen from the subjoined rules that there is no throwing the ball *at* a base-runner; such a practice would be dangerous with the ball generally used in baseball-rounders matches, namely the "Boy's League" base-ball. The materials required are simplicity itself, the bats being easily procurable, and the bases marked by flat canvas bags, fifteen inches square.

A few notes, showing in what ways baseball-rounders differs from baseball and rounders, may be appropriately given here.

Two "nines" having been picked, the fielders are placed in the field, as the diagram suggests, or according to the style of each hitter.

The batsman takes up his position with one foot on or in the home-base, and tells the pitcher how and where he wants the ball pitched. If the batsman does not receive a suitably pitched ball, all he has to do is to let it pass him. If, however, he thinks the pitched ball can be safely and easily hit, he strikes at it, and should he hit it into fair ground (see Rule 10 *b*) he has to run as fast as possible to first base. Should the batsman fail to hit what he considers a good ball, he knows he only has one more chance, and the next time he *strikes at* a pitched ball he must run to first base, whether he hits it into fair ground or whether he misses it altogether, in which latter case it is almost certain that the catcher will pick up the ball and throw it to first baseman long before the batsman can reach first base.

It should be remembered that the batsman ought to keep on telling the pitcher how he likes to receive the balls, and a good pitcher will soon learn to suit each batsman's taste to a nicety. The ball should always be pitched not lower than the batsman's knee and not higher than his shoulder. Public opinion will keep a batsman from delaying the game

by waiting an endless time for a good ball ; and if that does not, Rule B for umpires gives ample power to the umpire to deal with the offender.

Batsmen always take their position at the bat in proper order, as originally written down in the score-book, so that every one gets a turn, and no one is left to wait long for a chance to bat, as used to happen in rounders. Supposing the first on the list gets safely round the bases, he does not come to the bat again till the other eight have had one turn each. Similarly, supposing the first, third, and fourth batsmen were each put out, and the second and fifth were left on bases, when the second innings was commenced the *sixth man* on the list would be the one to begin batting.

The best opportunity for "double play" is given when all the bases are occupied and the batsman misses hitting the second "taken" ball ; in this case the catcher quickly picks up the ball, touches the home base (putting out the base runner who is approaching it) and then throws to the first baseman, who is nearly certain to be able to put out the batsman there.

It is amusing to watch the clever attempts of some players to reach a base before being touched with the ball. They will throw themselves down on the ground and slide to the base underneath the astonished baseman's arm.

Players should always be on the look-out to steal a base, that is, seize an opportunity to run from one base to another when the ball is not in their neighbourhood.

By allowing the batsman to choose the kind of ball he likes to receive from the pitcher, baseball-rounders differs essentially from baseball. But this difference makes it less hard for the batsman to score, and puts the batting and fielding more on an equality than baseball does, and also

relieves the umpire from the enormous powers and responsibilities which the American game gives him.

With regard to the basemen, it is not necessary for them to stick like posts close to their bases. They should use their judgment when to leave their bases and run to pick up a batted ball, never forgetting, however, to call out to their nearest fieldsmen to take their place at the base which they may leave.

When a base runner gets safely round the bases and reaches home base he should call out to the scorer "score!" thereby meaning that he has earned a run.

In the score books runs are indicated by dots, thus ". .". The first player put out has 1 put to his name, the second 2, and the third 3.

Players who are left on bases have X put to their names.

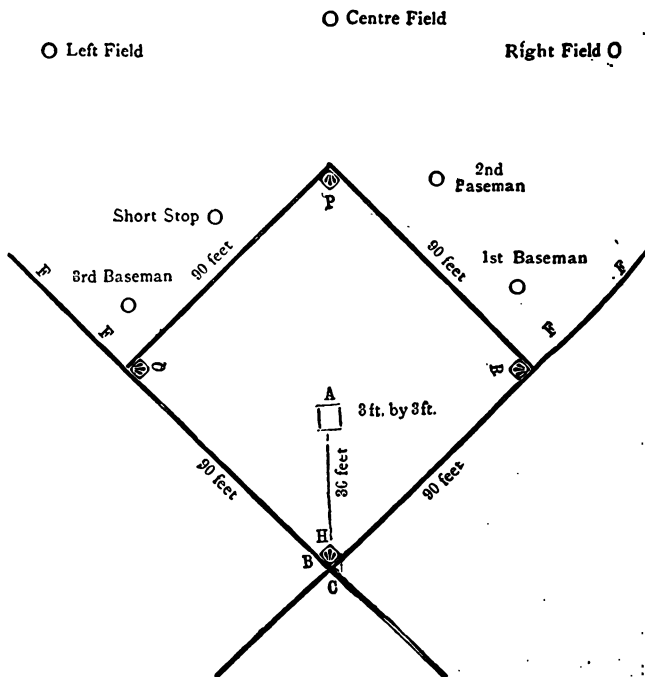
As a rule a player is generally put out by being caught or touched with the ball when off a base, but he may always be put out by first base being touched by the fieldsmen with ball in hand before he gets there, and also by second base, third base, or home base being touched by the fieldsmen with ball in hand *provided* the base runner has been forced off a base (see Rule 20).

If a pitched ball becomes "dead" it does not count towards the two allowed the batsman, even if he has struck at it or hit it.

If the fieldsmen show the slightest inattention or clumsiness, it gives a rare opportunity to the batting side to run up a long score, because the fact of one, or two even, being already put out by no means takes away from the possibility of the rest being able to stick in.

To sum up the qualifications of good players: batsmen should be good, hard and low hitters; fieldsmen should be swift and straight throwers and good catchers.

PLAN OF GROUND.



A Spot where the pitcher stands. B Batsman on home base (H).
 C Catcher or wicket keeper. B P Q First, second, and third bases respectively.
 F F Lines behind which no hit can count or is fair (otherwise called foul lines).

HOW TO LAY OUT THE GROUND.

In measuring out the distances for the various bases the simplest plan is as follows:—Having determined on the position of the home base, measure down the field 127 feet

4 inches, which will be the position of second base. Then take a cord 180 feet long, fasten one end at home base and the other at second base, grasp it exactly in the centre and extend it first to the right side, which will give the position of the first base, and then to the left side, which will give the position of the third base.

RULES.

BASES AND GROUND.

1. The ground shall be marked out in the shape of a square, 90 feet by 90 feet.
2. At each corner of the square, inside the same, shall be marked a smaller square, 15 inches by 15 inches, and designated respectively home base, first base, second base, third base.
3. Each base shall be 90 feet distant from the other, and the pitcher's square must be 36 feet in front of the home base, and measure 3 feet by 3 feet.
4. The foul lines shall be drawn in straight lines from the home base through the first and third bases, and shall be unlimited in length.

THE BALL AND BAT.

5. The match ball shall not be more than $2\frac{1}{2}$ inches in diameter, and shall be the ball known as "The Boy's League Ball" (Spalding's).
6. The bat shall be made wholly of wood, shall be round, and not exceed $2\frac{1}{2}$ feet in length, or $2\frac{1}{2}$ inches in diameter at the thickest part.

PLAYERS.

7. The players shall be nine aside, one of whom shall be captain.

DELIVERY OF BALL.

8. The pitcher, standing in his square, shall deliver the ball "full-pitch" to the batsman with an "under-arm" delivery. He must not "balk," *i.e.* make any motion to deliver the ball without doing so.

D

BATTING.

9. (a) The batsman, holding the bat with either one or two hands as he may prefer, shall stand having one foot within or touching the home base, and shall direct the pitcher to pitch the ball according to his (the batsman's) taste, both as to elevation, direction, and pace.

(b) The batsman may not leave the home base while in the act of striking at the ball.

10. (a) The batsman may refuse as many balls as he likes, but must run to first base on the first fair hit or tip which falls in front of the lines marked F F in the plan.

(b) A ball shall be considered "taken" if *struck at* by the batsman, unless, after being hit, it goes behind the foul lines (F F) between home base and first base, or between home base and third base, or pitches behind the foul lines (F F) beyond first and third bases.

(c) The batsman shall only be allowed two "taken" balls.

SCORING OF RUNS.

11. One run shall be scored every time a base-runner, after having properly touched the first three bases in order, shall reach the home base.

THE BATSMAN IS OUT.

12. (a) The batsman shall be out if he hit a ball which is caught by any one of the "out"-side, whether fielding in "fair" ground or "foul."

(b) He shall be out if, after having missed hitting the second "taken" ball, he be touched with the ball in the hand of a fieldsman before he (the batsman) reach first base; or if any fieldsman with ball in hand touch first base before the batsman reaches it.

(c) He shall be out if he fail to take his position at the bat, in proper order of batting, within one minute of the last batsman leaving the bat.

(d) He shall be out if no part of his person be touching the home base when striking at the ball.

BASE-RUNNERS.

13. The batsman becomes a base-runner instantly after a fair hit, or instantly after the second "taken" ball.

14. The base-runner must touch, with foot or hand, each base in regular order, viz. first, second, third, and home bases, and must keep within 18 inches of the line connecting the bases (a runner must always give way to a fieldsman who is in the act of catching or fielding a ball on the line connecting the bases, in which case the base-runner may leave the 3 foot limit to avoid him). He shall be considered to hold a base after touching it, and shall be entitled to hold such base until he has touched the next base in order, or has been forced to vacate his base by a succeeding base-runner. Two men may not occupy the same base.

15. A base-runner leaving first, second, or third base on a "foul" hit (see Rule 10, *b*), must return to his base, and may not leave the same until the ball has been delivered to the pitcher standing in his square; and the base-runner may not be put out in so returning to his base.

A BASE-RUNNER IS OUT.

16. (a) He shall be out if, at any time while the ball is in play, he be touched with the ball in the hand of the fieldsman, unless part of his (the base-runner's) person be touching a base. *Except* if in running to *first base* only, he over-run said base, after first touching it, provided he turns to the right and re-touches the base without delay. If in over-running first base he also attempt to run to second base, he shall forfeit such exemption from being put out.

(b) He shall be out if he obstruct a fieldsman while fielding a fair hit, or if he intentionally interfere with a thrown ball.

17. As many base-runners as possible may be put out by a fieldsman at any time while the ball is in play.

SKIPPING A BASE.

18. If a base-runner, in running to a base, fail to touch the intervening base or bases in proper order, he may be put out at the base he fails to touch or by himself being touched with the ball in the hand of a fieldsman.

FORCED TO VACATE BASES.

19. If there be a player on first base when the batsman becomes a base-runner, such player shall be forced to vacate his base.

20. If a player have been forced to vacate his base, and there be another player on the next base to the one he has vacated, such other player shall likewise be forced to vacate his base, but he may go back, and remain on his base should the base-runner behind him be put out. In cases where the player has to vacate first base, if the ball be fielded to second base, it shall not be necessary to touch the runner, but he shall be out if the base be touched with the ball in the hand of a fieldsman. This also similarly applies to a player forced off second base when third base may be touched, or to a player forced off third base when home base may be touched.

INNINGS CLOSED.

21. The innings shall be closed when three players have been put out, whether batsman or base-runners.

22. Nine innings shall be the maximum number played in a match, but a smaller number may be mutually agreed on previous to commencing. If five or a smaller number be played the match shall be drawn.

23. The side scoring the greatest aggregate number of runs shall be the winners.

DEAD BALL.

24. (a) The ball shall be dead when, after having been hit by the batsman, it goes behind the foul lines (see Rule 10, *b*), and until it is returned to and held by the pitcher standing in his square.

(b) Should a ball hit the batsman, on any part of his person or clothing, or be intentionally hit by the batsman with any part of his person or clothing, the ball shall be dead, and shall not again be in play until delivered to the pitcher standing in his square.

THE UMPIRE.

A. The umpire should stand so as not to interfere with any fieldsman or base-runner, and so that he may easily detect a foul hit.

B. The umpire shall have the power to caution any batsman whom he sees needlessly and continually refusing pitched balls in order to prolong the game to benefit his side contrary to the spirit of the rules.

C. In the foregoing rules the expression "touched with the ball in the hand of a fieldsman" shall be taken to mean any part of the fieldsman's hand below the wrist containing the ball : the umpire should decide on this point.

D. The umpire shall consider a player to hold a base providing any part of the player's person is on or within the 15 inches square.

E. The umpire shall be sole judge of fair or unfair play.

QUITTS.

History.—Of all out-door games quits is probably the oldest, as it is said to have originated with the Greeks, and to have been first played at the Olympic games by the Idaeï Dactyli, fifty years after the deluge of Deucalion, 1453 B.C., when he who threw the discus furthest, and with the greatest dexterity, gained the prize. Homer represents hurling the quoit or discus as forming one of the funeral games instituted by Achilles in honour of Patroclus, described in *Iliad* xxiii. We are also told that it was in consequence of his inadvertently killing his grandfather, when throwing a quoit, that Perseus, the grandson, left his kingdom of Argos, exchanging it for Mycenæ in 1313 B.C. These notices are sufficient to show the great antiquity of the game. It has always been popular in England, in spite of the reported declaration of Henry the Fifth, that “he as cordially hated the game as the devil did holy water.” It is now played very much in the rural districts of England, and more especially in Lancashire, Durham, and the Midland Counties, where matches are of frequent occurrence.

The Play.—The modern quoit, as every one is aware, is a much lighter missile than the discus, consisting of a circular iron ring, flattened, with a thick inner edge and a thin outer one, which is slightly indented so as to receive the tip of the player’s forefinger. The weight may be unlimited, but it is usual to determine this point previous to a match. The

diameter is restricted to eight inches over all. The two "hobs," consisting of iron pins, are usually pitched nineteen yards apart. There may be more than one player a side, each being provided with two quoits, which he may either throw successively or in any order previously agreed upon. After each round the throwing takes place the reverse way. The best way to hold a quoit is to grasp it with the forefinger along the outer edge and the tip in the dent, keeping the two surfaces between the thumb and the other fingers. In pitching it, the player should endeavour to put on a slight spin with his wrist, so that the missile may pass smoothly and at an angle of about 30° to the ground horizontally through the air, and ultimately alight not flat, the great aim being to make the quoit pitch so as to ring or encircle the hob pin, or failing that to get as near the pin as possible. For a ringer two is scored. If both quoits are "ringers" the player scores four. If the opposing quoits alight at an equal distance from the ring nothing is scored. If, however, a player has both his quoits nearer the pin than any of the opposing side he scores two, as in bowls; if one only is nearer he scores one. Eleven points constitute the game for two players, fifteen when four are playing.

Strength in the arms and shoulders, and quickness of sight, with a capacity for measuring distance, and dexterity of wrist, are indispensable requisites for this game.

A conference of players was held at Birmingham in 1869 to draw up the rules, which in the main are the same as the London Club Rules. The former rules, however, definitely settled that no quoit be allowed to measure more than eight inches in external diameter. That the decision of the umpire be final in all cases is, we trust, generally understood.

LONDON CLUB RULES.

1. The distance from pin to pin shall be nineteen yards. The pins shall be one inch at least out of the clay.
2. The player shall stand level with the pin, and deliver his quoit with the first step. He can throw two quoits in succession, or alternately if so agreed upon.
3. The order of playing shall be determined before the commencement of the game. The winner at each end shall take the next first throw.
4. The game shall consist of eleven points, unless some other number is agreed upon.
5. No quoit shall count unless fairly delivered into the clay. No quoit rolling shall count unless it first strike another or the pin. All dead quoits shall be removed before the next player throws.
6. Measurement shall be taken by compasses, or by a string looped on the pin, no clay may be flattened or disturbed. The quoits nearest the pin count, and a ringer counts two. If opponents throw ringers neither counts.

BOWLS.

What sport shall we devise here in this garden,
To drive away the heavy thought of care?

Madam, we'll play at bowls.

SHAKESPEARE, *Richard the Second*, act iii. sc. 4.

History.—This game is the most historic, with the exception of Chess and possibly Whist. Its origin may be traced to the most distant ages, and it has been a royal game. William Fitzstephens in his "Survey of London" mentions stone bowls as being used by the citizens, who frequently went outside the walls to play, though there were also alleys inside the walls, which were such scenes of riot that they were forbidden by Richard the Second and Edward the Fourth. Another reason for the royal veto was the great popularity of the game, which threatened seriously to interfere with the practice of archery. In Henry the Eighth's time we find the first mention of the word "bowls," the pastime being again interdicted as an illegal pursuit. It was also enacted that no one "by himself, factor, deputy, servant or other shall for his or their gain, lucre or living keep, have, hold, occupy, exercise or maintain any common house, alley or place of bowling." Artificers, servants, etc., might play at Christmas time, and a license might be granted to any one worth over £100 per annum to keep a bowling-green for private play only. Stephen Gosson, in his "School of Abuse," says, "common bowling-alleys eat up the credit

of the idle citizens." Stow, twenty years later, mentions that the gardens of Northumberland House, Coleman Street, E.C., were made into bowling-alleys and fashionable dining-rooms. References to the game in Shakespeare are numerous. And who does not know the story of the famous game of bowls on Plymouth Hoe, interrupted by news of the Spanish Armada, when Drake remarked that there was time to finish their game and beat the Spaniards too? Henry the Eighth added bowling-alleys to Whitehall. James the First licensed thirty-one bowling-alleys in 1617, in Westminster, Southwark, Lambeth, etc. Charles the First was passionately fond of the game. He made a bowling-green at Spring Gardens, and during his confinement at Holmby House frequently went over to Lord Vaux's at Harrowden, and Earl Spencer's at Althorpe, where there were good bowling-greens. He was, it is said, engaged in this game when seized by Cornet Joyce. In 1679, John Locke writes, "The sports of England are horse-racing, hunting, hawking and bowling. At Marebone and Putney we may see persons of quality bowling two or three times a week." Mackay, in his "Tour through England," mentions Bowling-green House, Putney, as a fashionable resort. Charles the Second was devoted to the game. Grammont, in his "Memoirs," describes his frequent visits to Tunbridge for bowls; and Clarendon says he went "to a house called Piccadilly, where were bowling-greens and gentry of the best quality." Horace Mann speaks of bowls as a fashionable amusement, but the law was still strict on this point, and proprietors of alleys were made liable to imprisonment. From this time they disappeared, and bowling-greens increased so rapidly that they were considered as indispensable to a country gentleman's house as a lawn-tennis court would be now. The great Duke of Chandos constructed a beautiful

bowling-green at Great Stanmore; and a proof of how much the game was in vogue may be gathered from the names which many places still bear from their connection with the game. Bowling-green House (Enfield, Putney, and Chigwell); Bowls (a country seat of the Stuart family); the Bowl Inn, St. Giles's; Bowling-green Lane, Clerkenwell; and Bowling-pin Alley, Chancery Lane, are all cases in point. At present bowling-greens are to be found all over England, but Scotland is the great headquarters of the game. Matches between individuals, towns, and counties, are there of constant occurrence.

The Ground.—The ground should be kept as level as possible. A piece of turf thirty to fifty yards wide, with all irregularities removed, constantly mown and rolled, is a very important desideratum. In fact, the expression, "as smooth as a bowling-green," denotes, or ought to denote the acme of perfection in this respect. A good bowling-green requires almost as much attention as a lawn-tennis court.

The Bowls are usually made of lignum vitæ, and vary in size according to the fancy and capabilities of the players. They are similar in shape to an orange, being spheres slightly flattened at top and bottom instead of being spherical as formerly.

The Play.—The theory of the game is simple enough. Each player plays his bowl so as to remain as near as possible to the jack or mark which has been previously cast on the green. The next player follows suit, and each in turn until all the balls are expended. The position of the balls in relation to the jack is then examined. The player who is nearest to the jack counts one, if both his bowls are nearer the jack than those of his opponent, he scores two. In the next round, the player who was nearest the jack in the previous round leads off, and so on till game is

scored. Eleven, or sometimes fifteen, points constitute game, this being settled beforehand. If two or three play on a side, *i.e.* partners, the proviso is that partners are not to follow each other. The great interest of the game consists in either putting your opponent's ball away from the jack, or taking the jack away from his ball, and bowling your own ball as near as possible. The balls must be delivered with an underhand throw. If cast overhand or flung the player loses a point.

The practice, however, is very difficult, far more difficult than the tyro imagines. The first thing to master is the secret of the "bias," which is given by the one half of the bowl being made less than the other, and increases in proportion to the leanness of the inner half. In aiming, therefore, you have to allow for the bias, which according as it is given makes the ball curve in either from the right or left, until it is in juxtaposition to the jack. The bias is generally given by holding the marked end of the ball towards the left hand of the bowler. To do this well requires a lot of patience and perseverance. But when success is attained, it is as gratifying as the result of a good legbreak is to a bowler at cricket.

The next thing to observe is pitch. In fact, one may take a leaf from the cricketer's note-book, and say at once that break, pitch, and pace are the points of study in both games. In regulating the pitch, one must study *naturam loci*, for just as one cannot expect to find a Lord's everywhere, so every bowling-green is not like a billiard-table. One must, therefore, play according to circumstances. Of pace little need be said—the player's eye should aid him in this, and, whether he intends to lie up by the jack or to drive away his opponent's bowl, he must vary his pace accordingly. If he intends to drive away his opponent's bowl,

let him beware how he does it, otherwise the consequences may be disastrous, and he may find his own bowl "lost to sight, to memory dear."

A few terms occur in bowls which may be briefly enumerated here.

Bowling wide.—When the bias is not strong enough.

Narrow.—When the bias is too strong.

Finely bowled.—When the ground is well chosen, and the ball stops near the jack.

Bowling through, or a yard over.—To move the jack.

Overbowl.—A throw which goes beyond the jack.

Bowl laid at hand.—To be in the way of the next bowler, and hinder his having the advantage of the best ground.

Bowling at length, bowling neither through, nor short.

Dead length is a just, exact length.

Throwing or flinging, discharging a ball with strength too great for a length in order to carry off the jack or some other bowl.

Bowl room.—When a ball has free passage.

Drawing a cast, to win by bowling nearer without stirring either the ball or jack.

A rub is when a ball meets with some obstacle in the ground which checks its motion.

Mark is a proper bowling distance, at least a yard and a half, from the edge of the green, *i.e.* about twenty yards from the mat.

Lead, the advantage of throwing the jack and bowling first.

Cast is one best bowl at an end.

A lurch game, when one side scores eleven before their opponents have scored five.

Dead bowl, a bowl played or knocked off the green, or against a bowl lying in the ditch, or an illegally played bowl. No dead bowl is allowed to remain on the green.

Void end.—When neither side can score a cast.

Pegs used for measuring are generally made of bone or wood, and are connected by a cord, made fast to one peg, and working freely through a hole in the other.

Standard.—A light substance (e.g. straw or reed) used when a very precise measure is required. It can only be claimed when the balls are within a yard of the jack.

Footer.—A small piece of carpet or other thing placed to indicate the standing place of the player while delivering his bowl. The player must have one foot on the footer.

Mark, or set a Mark.—The delivery of the jack at the beginning of each end. To constitute a mark the jack must be bowled at least twenty-one yards from the footer, and must be at least three feet from the edge of the green. No objection can be made to a mark after a bowl has been played at it.

Jack, a small ball without bias, which is thrown out as the mark at which to aim.

Turning the Jack.—A player doing any palpable act to indicate that he claims the game to be up, as the bowls then lie, and his opponent allowing the claim. This can only be done when the claimant or his partner has only one bowl to deliver, all on the opposite side having been played.

An umpire is occasionally necessary. He marks the score, measures, calls the game, and decides all questions which may arise. He gives no information unless called upon to do so. If there are two umpires, and they disagree, a referee is appointed, as in football. Let us hope that players may not find to their cost that—

“This world is full of rubs
And that their fortune
Runs 'gainst the bias.”

RULES.

1. The game may be played by several single players, or two or more partners on each side. The players shall play alternately until each shall have delivered both his bowls. In the case of partners one on either side shall play alternately both bowls, the others following in like manner.

2. At the commencement of each game the players may cast lots, or toss for partners, for the lead and for the choice of the jack, which shall be one of the jacks belonging to the green, and not one belonging to any individual.

3. The leader shall set the mark; but he shall not deliver the jack without allowing his opponent following the opportunity of seeing its delivery, and watching its course from a point near the footer. If the leader in two trials fail to deliver the jack a mark, *i.e.* a fair length (twenty-one yards), his opponent is then entitled to set the mark, but not to play first at it. The defaulter must play first after an opponent has set the mark. If the opponent at one throw of the jack do fail to set a mark, the jack is again taken by the first defaulter or his partner, subject to the original penalty.

4. Each player shall have two bowls, which may be of such size and bias as he shall think fit. The jack shall be not less than three and a quarter inches, nor more than three and three quarter inches in diameter. The jack shall not be changed during a game except by mutual consent of the players. The bowls may be changed, but not during the playing of an end, or after the jack has been delivered for an end.

5. Each set of players shall have a footer. Every player must place his foot on the footer whilst in the act of delivering either the jack or his bowl. If a player deliver his bowl with the right hand his right foot must be on the footer, and if he deliver the bowl with the left hand, his left foot must be on the footer when playing. In case a bowl be played in contravention of this law, such bowl may, at the option of the opponent, be declared a dead bowl. In case a player shall have taken up the footer after playing his bowl, which by reason of a rub or set has to be replayed, the footer shall be replaced as nearly as possible in its former position by or with the consent of an opponent.

6. After each "end" is concluded, the footer shall be placed by the last player at the jack. The leader in the succeeding end may, before playing the jack, remove the footer anywhere

he pleases within the space of one yard from the spot where the jack lay at the termination of the preceding end. A void end shall be included in this provision. When the jack is knocked off the green, the footer must be placed a yard from the edge of the green, and within a yard on either side of the spot where the jack is taken out of the ditch, provided that if more than half the bowls have not been played, the jack and the bowls actually played shall be returned, and play resumed from the spot where the footer was then placed.

7. If either play out of turn, the other side must play two following bowls, if there are two to be played, but no other penalty will attach.

8. No player shall deliver a bowl while the jack or previous bowl is in motion, otherwise his bowl shall be deemed a dead bowl. The leader shall always follow (*i.e.* play the first bowl after) the jack.

9. Whenever an opponent's bowl is played by mistake, he may play the other's bowl, or he may take up the wrongly played bowl and substitute the proper bowl as nearly as possible in the exact position in which the other rested.

10. If a jack be displaced by a bowl belonging to another party, the end shall be deemed a void end.

11. Before commencing play the number of casts to be scored to make the game shall be fixed. The player, or side, first scoring the number so fixed shall win the game.

12. After an end is played, the player's side whose bowl or bowls is or are placed nearest to the jack, shall count one cast in the game for each bowl so placed. The leader must call the game before setting a fresh mark, and if he neglect to do so his opponent may claim to have the jack returned, but this must be done before a bowl is played. If after the game is so called an objection be not made before the succeeding end is finished, the game shall be deemed to have been correctly called and cannot afterwards be corrected or questioned. In case an objection be made, the question must be settled before proceeding with the game.

13. If any doubt arise as to which bowl or bowls is or are nearest to the jack, either side may claim a measure. In measuring, one player shall hold the apparatus to his own or his partner's bowl, and the opponent shall hold it to the jack. If a standard be claimed, the party leading must make and give the standard to the opposing party. In measuring with a standard, the bowl first measured must be taken away, and if the opponent can make the standard rest on his or his partner's

bowl and the jack, he wins the cast. If a second standard be claimed for a second cast, the party winning the first cast by standard measure must make and give the second standard.

14. If during a measure or otherwise the jack be displaced by a player, he shall lose as many casts as are claimed in question, and if a bowl be displaced the player displacing it shall lose the cast, provided that whenever a bowl rests on another, and the bowl rested on has to be removed to allow the other one to be measured at the point nearest the jack, such removal shall be done as carefully as possible by an opponent or his umpire, and the bowl must be measured as it settles afterwards. If it cannot be decided which of the two bowls is nearest the jack then it is a tie, and neither counts.

15. Should the jack whilst running for a mark, rub or set or stop in the line of another party's play it must be thrown again, but no penalty shall attach in such case.

16. When two jacks are sent near to the same land for a mark, the one which is first stationary can keep the place and the other one must be returned to its party.

17. If a running bowl, before it has reached the parallel of the jack, do rub or set on any person (not of the playing party), or on a bowl or jack belonging to another party, it can be played again, and if touched by the player or his partner it becomes a dead bowl ; but if a bowl during its progress shall be stopped by an opponent before it reaches the parallel of the jack, the player shall have the option of placing the said bowl wherever he may think fit. Every bowl which shall rub or set after it has run two yards past the parallel of the jack becomes a dead bowl, except it shall rub or set on a bowl belonging to the playing party or on an opponent, in any of which cases it shall remain at the place where it stops.

18. If a player do strike the jack with his bowl, and if the jack do rub or set on a bowl or person not belonging to the playing party, it must remain at the place whence it is removed by the strike. When the jack is struck off the green, it is a void end. If the jack do rub or set on an opponent, it shall be the option of the striker whether the jack shall remain where it rests or whether it shall be a void end.

19. If a bowl be struck, and if it do rub or set on the striker's partner, the opponents shall score one point, and in either case the end shall be deemed to be finished.

20. If a bowl which has stopped after being played be displaced by an opponent or other person (except a partner), or if a bowl or jack belonging to another party do rub or set on it,

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such bowl shall be replaced as nearly as possible in its former position, but if such bowl be displaced by the player or his partner it becomes a dead bowl.

21. If a bowl be displaced by any of the playing party after all the bowls have been played, and before the casts are admitted, without the consent of his opponent, he forfeits as many points as the end would otherwise have admitted being scored.

22. If a player when in the act of delivering his bowl let it slip and allow it to run beyond his reach, he cannot without the consent of his opponent leave the footer for the purpose of recovering the bowl, but it is considered a played bowl; he may, however, recover the bowl if he can do so without leaving the footer.

23. No player for the purpose of blocking shall play his bowl a less distance than three yards from the footer, and if he do so, it shall be deemed a dead bowl. In blocking, a bowl must be played, not placed.

24. A player may instruct his partner in any way except by showing him how his opponent's bowls lie, provided that he shall not, whilst his partner is in the act of playing, place or retain any object between his partner and the jack which can have the effect of indicating the land to be taken or otherwise assisting his partner. Spectators are not allowed to instruct or to give to a player any information whatever relating to a game.

25. The last player may decline to play his last bowl if the game be already up without his play, or he may request his partner to turn the jack, and if this be allowed by an opponent then such last player may play, and if he disturb the position of either jack or bowls, it shall not alter the game, but if a player turn the jack without having a sufficient number of casts to make the game, or his opponent not having played his last bowl, he shall forfeit as many points as the end will allow to have been made.

26. If during the progress of a game it becomes so dark that the jack cannot be distinctly seen from the footer, the game shall be postponed to a future day unless the players are unanimous to play off in the dark, in which case neither party can place a light at the jack, nor can any person be allowed to stand at it except a partner, without the consent of the opponents.

27. If a player commence a game, and without sufficient cause (in the judgment of the umpire) refuse to finish, he shall forfeit it.

28. No person while his bowl is running shall stop a bowl.

belonging to another party during its course to prevent its rubbing against his own bowl. Should he stop the other party's bowl, it must be returned, and his own bowl must be considered dead.

29. No player after delivering his bowl shall approach within one yard of it during its progress.

30. Should a party continue to play without throwing in again, one of the losers of the previous game shall lead the jack.

BOWLS IN SCOTLAND.

"I'll try my art to gar the bowls row right."

ALLAN RAMSAY.

BOWLS is *par excellence* the national Scotch game, and its progress during the last eighty years has been wonderful. As the Scotch code of rules differs somewhat from the English, it has been thought advisable to treat of Scotland in an additional article.

Haddington is said to boast of the oldest green in Scotland, the bowling club there being established in 1709. A minute in council, March 5, 1764, mentions the creation of a bowling green at Kilmarnock, that game being considered a more agreeable diversion than shooting.

Glasgow is, however, the great centre of the game in the West of Scotland. There the private and public bowling greens are numerous and excellent. The principal clubs are the Willow-bank, Albany, Wellcroft, Whitevale, Partick, Girvan, Hillhead, Kingston, Bridgeton, St. Rollox, St. Vincent, and Bellahouston. Of these, the Willow-bank is the oldest, having been founded very early in the present century.

The late Earl of Eglinton and Winton, whose name is

famous in the West of Scotland and elsewhere for his interest in bowls, curling, etc., presented in 1857 a valuable cup to be contested for yearly between the united players of Glasgow and Ayrshire, the first contest taking place at Glasgow on August 11, 1857, and terminating in favour of the city. The earl himself played, and acted as skipper or driver on one of the rinks. During the game his lordship played a bowl as directed by an enthusiastic admirer, who began to flatter it as it coursed up the green, repeating with greater and greater emphasis, "I like you, my lord! I like you, my lord!! I like you, my lord!!!" But suddenly and involuntarily changing the phrase as he saw the bowl approach, and pass without effecting the object intended, into that of "Oh, Lord! you're too strong," he aroused the risibility not only of his lordship, but of every one present. Amongst the earlier winners of the trophy were the Wellcroft, Hillhead, Kingston, Ardee and Girvan (Ayrshire), and St. Rollox (Victoria), Clubs.

In 1849 Mr. W. W. Mitchell compiled a complete code of rules, which were adopted by the West of Scotland clubs, and now form the standard laws of the game. As they contain many important modifications of the English game they are appended (see p. 55).

GENERAL HINTS.

Placing Players.—It is usually considered advisable in arranging a rink to place the least skilful player second, because he can then do least harm. The first player should be a good drawer, so as to make the game interesting from the beginning, and the third should be able to rake or ride, as well as draw. The driver, or skip, should be most experienced of all.

Guarding.—To secure the safety of a bowl planted near the jack, it is a good plan to play a bowl as a guard, and to make it lie a little short for this purpose. When one's opponents intend to rake or ride the jack, their play may frequently be anticipated by causing a back bowl to be drawn in the direction the jack is most likely to go.

Riding.—Riding, *i.e.* playing with great force for the purpose of striking out an opponent's bowl or running the jack into the ditch, is occasionally necessary, but is generally a very haphazard game; for, if the object be missed, the bowl is lost, or it may carry off one of the best bowls of his own side, leaving the opponents stronger than ever.

Raking.—Raking, *i.e.* playing from one to two or three yards strong, is generally better than riding, because its results can be more clearly foreseen. It also affords more scope for tactics, such as displacing and lying in place of a bowl, or by chucking out your opponent's nearest bowl when it is jack high or more, or by driving a short bowl up to the jack.

Being Well-up.—The chances are that the jack will be moved further and further from the player. Therefore it is better, as a rule, to be well up. Bowls which are much short of the jack not only obstruct subsequent play, but may be aptly termed lost bowls.

Fore and Back Hand.—The fore hand is to play out to the right with the bias of the ball bending in to the left. The back hand is to play out to the left with the ball curving to the right. Players ought to be able to play both hands. Occasionally when bowls rest on either side of the jack, he should take advantage, either by a pull or by a gentle draw. In this way the winning bowls may be driven off and replaced by those of the player.

INSTRUCTIONS FOR MAKING A BOWLING GREEN.

Contributed by Mr. J. Smith, Secretary of Wellcroft Bowling Club, Queen's Park, Glasgow.

Playing length should not be less than 112 feet within the ditches. Play always north and south. Foundation of the green should be twenty-six inches under the surface of the banks, but made up as shown hereafter, to leave the banks sixteen inches above the ditches when the green is complete, ten inches of the soil must be removed which will be found necessary in filling up hollow parts and raising the banks to the proper height; the centre of the foundation of the green should be left two to three inches higher than the sides, giving this much of a fall or incline towards the ditches for the purpose of carrying off the water which may get through the turf. The ditches round the green should be ten inches deep by fourteen inches wide under the foundation, and laid with a five-inch clay or tile pipe, and the rest of the ditch filled with stone shivers, which will form a rumbling drain in addition to the pipe.

The ten inches of soil removed should be made up as follows. If the green is formed on garden ground it may be subject to worms, in which case one inch of engine ashes should be laid on the ground as a first coat; four inches of stone shivers, with all vacancies filled up with additional engine ashes, which must be rolled and made spirit level; one inch of mould and sand laid on; and then one and a half inches of fine sand, for a bed to the turf. The turf should be two and a half to three inches thick, this making up the ten inches of soil removed. The laying of the turf should be commenced in the centre of the ground, and each turf laid diamond ways, taking the proper level at the

commencement and using the spirit level for every turf laid thereafter. The ditches must be lined next the turf with boards five inches broad by five-eighths of an inch thick, and secured by wooden piles driven into the ground to which the boards are nailed, and driven down to be exactly on a level with the bed of the turf which must cover the top or edge of the wood, so that there may be no obstruction to the bowls getting into the ditch.

The ditches should be two inches under surface of turf by fourteen inches broad, except the ditch near the bowl house, which should be at least sixteen inches wide. The ditches must be made up annually with quicklime and mine dust wrought into a mortar, unless you are at the expense of laying them with flag or fire brick, as no other preparation will stand the frost, and at each corner and in the centre of the ditches you must place a square or circular pipe and insert it in the drain-pipe below, the top of which must be covered with a perforated plate to allow the water that collects in the ditches to escape. All the turf should be cut twelve inches square, or twelve by fourteen.

LAWS OF BOWLS AS PLAYED IN SCOTLAND.

A RINK.

1. When two, three, four, or any number of players not exceeding eight, form sides and commence a game, they make what is called a rink. Eight players, that is four on each side, make a complete rink, and are classed as leaders, second and third players, and drivers. Each player plays two bowls, so that when a rink is complete sixteen bowls are played in all. In the absence of one player, his side is permitted to play his bowls, which are called "odd." A toss up decides which party is to play first. One bowl of each side is played alternately.

The space or division of the green is also commonly called a rink.

2. The number of players in a rink is not to exceed eight. When there are four players in a side, the last party admitted to play second or third as his driver may direct ; but the leaders and drivers retain their positions until the game is finished.

LEADERS.

3. The first player, or leader, to place the cloth and throw the jack. Before throwing the jack, he shall announce to the driver the result of the last end or state of the game, as instructed, and shall also be guided by him as to where to throw the jack.

DRIVERS.

4. Drivers shall have the sole charge of their respective rinks, and their instructions should be implicitly obeyed by the other players. They may appoint substitutes to direct when they play themselves. They should be judges of all disputed points, and, if agreeing, their decision is final ; if not, the matter to be decided by an umpire appointed by them. No person should direct except the drivers and their substitutes, although the players on the same side may consult with, or advise them. As soon as a bowl is greened, the driver must retire two yards at least from the jack, in order that the opposing party may witness the effects of the play. The second players should mark the game as called out by the leaders.

SPACE.

5. Previous to beginning a match game, the numbers of each unoccupied space should be put into a bag and one drawn out, within the limits of which the play of the party or rink must be confined, unless otherwise agreed upon. Promiscuous games may be played without having recourse to drawing, but the play in like manner must be limited to the space.

POINTS.

6. An ordinary game shall consist of nine points, competition games of twenty-five points ; but general match games may be determined either by number or time, as agreed upon. When

more than one rink is engaged in the same match, the points of each to be added together, and the gross number to decide the contest.

PLACING THE MAT.

7. The mat should not be moved from the place where it has been properly put at the beginning of the game ; and if moved by accident, it should be at once replaced. When playing, the player should have at least one foot on the mat.

THROWING THE JACK.

8. The throwing of the jack and playing first to be decided by toss-up or ballot, subsequently to be thrown by the leader of the side which secures the last head. If not thrown 20 yards, or if it run into the ditch after the first end, the opposite party to have the privilege of throwing it anew, but not of playing first. If it run within a yard of the ditch, it may be moved from one to two yards from it by either party. If it run too near the side of the space, it must be moved to a sufficient distance to allow both fore and back hand play.

ORDER OF PLAY.

9. Which side is to play first is usually decided by a toss-up. The two leaders bowl about until all their bowls are played. The second players follow, playing all theirs, and so on. While the play is going on, the drivers should stand at the jack, for the purpose of directing the players on their side, until their own turn of play arrives.

MARKING THE GAME.

10. After the whole of the bowls have been played, the side having the nearest bowl to the jack counts one for each of whatever bowls they may have nearer to the jack than the nearest bowl of the other side.

11. The jack, after being once played to, except when in the ditch, is not to be touched or interfered with in any manner, otherwise than by the effects of the play, until the game is counted and both parties are satisfied.

12. When the jack is run into the ditch by a bowl in the regular course of the game, the place where it rests should be marked, and the jack may be placed on the edge of the green, so that the succeeding players may see where to play to. It

must, however, be returned to its place in the ditch immediately on their bowl being played, so that it may be liable to be acted on by any toucher that may be driven into the ditch. Should the jack be run against the bank, and rebound on to the green by the effect of the play, it is to be played to the same as if it had not touched the bank.

THE JACK "BURNED."

13. When the jack or bowls are interfered with or displaced, otherwise than by the effects of the play, they are said to be "burned." When the jack is burned by a neutral party the end must be begun afresh. If burned by any of the players, the opposing party to have the option of playing out the end or beginning anew.

BOWLS.

14. Bowls are made of *lignum vitæ*, and at a match must not exceed $16\frac{1}{2}$ inches in circumference, nor be loaded in any manner. In running, they ought to have a bias of at least one yard in thirty on an ordinary green.

DITCHES.

15. A bowl which runs off the green, or is driven off it by the effects of the play, and which has not previously touched the jack, is called a "ditcher" and must be immediately removed to the bank. Should a ditcher under any circumstances return to the green it must be removed.

TOUCHERS.

16. A bowl which on being played touches the jack is called a "toucher," and counts the same as any other bowl, wherever it may rest. A bowl which, after it stops running, falls over and touches the jack, is not to be reckoned a toucher if another bowl has been played. Touchers ought to be distinguished by a chalk or other mark.

TOUCHERS IN THE DITCH.

17. A toucher in the ditch should have the place where it rests marked, so that, if accidentally burned or shifted by a ditcher, it can be replaced. A toucher in the ditch can only be interfered with by another toucher.

"BURNED" BOWLS.

18. If a bowl, while running, is accidentally "burned" by another party, or by an opponent, it shall be in the option of the party playing to let it rest or play it over again. If "burned" by his own side, it may be put off the green. When a bowl while at rest is "burned" by the side to which it belongs, it may be removed from the green. If "burned" by a neutral party or by an opponent, it is to be replaced as near to its original position as possible.

19. No party to play until his opponent's bowl has ceased to run. A bowl so played may be stopped, and caused to be played again.

BOWLS COMING TO REST.

20. After the last bowl of an end stops running, a half minute to be allowed, if required, before counting the game.

PLAYING BY MISTAKE.

21. When a bowl is played by mistake, if belonging to the opposite side, it is to be replaced by the player's own bowl. If belonging to the player's side it must remain.

PLAYING OUT OF ORDER.

22. If a bowl is played out of turn, the opponents may stop the bowl, allow it to remain where it rests, or cause it to be played over again in its proper order. If it has moved either jack or bowls, the opponents to have power to cause the end to be begun anew. A bowl not played in order cannot afterwards be played if the second succeeding bowl has been greened.

CHANGING BOWLS.

23. No player to change his bowls during the game without permission from the opposite side.

ODD BOWLS.

24. When the sides of a rink are unequal in number, they are to be balanced by the deficient party playing odd bowls. When the side playing the odd bowls consists of two or more, the first and second players each to play one of them.

25. Under no circumstances is a cap or other object to be laid on the green, or placed on a bowl or the jack ; but a cap or any other object may be held over one or the other, or in front of either, for the guidance of the player.

RESULT OF EACH END.

26. After an end is played, neither jack nor bowls to be touched until both sides are satisfied. When two or more bowls are touching each other, they are not to be disturbed or removed until the result of the end is declared. When apart, each bowl may be removed and counted as soon as it is admitted to be a shot by the losing side. No measuring allowed during the playing of an end.

ONLOOKERS.

27. All players, while looking on, to stand jack high at least, and, unless acting as directors, not within three yards of the jack.

28. Many of the preceding rules have no penalties attached to them, and all are framed on the understanding that none of them will be wilfully violated. When any of them are violated that have penalties annexed, the penalty cannot be enforced after the next played bowl has stopped.

SKITTLES.

UNDER this heading we can include skittles, four corners, knockemdowns, and American bowls, which are all modifications of the same game, the art in each being to knock down, or "floor," the greatest number of pins in the least possible number of throws.

In *Skittles* proper nine pins are used (placed on a wooden frame in a diamond square), and a heavy round or cheese-shaped ball, weighing from eight to fourteen, and sometimes even sixteen, pounds. The player should throw, not bowl, the ball at a distance of about twenty-one feet, and every skittle is considered fairly down when it is overturned by a blow from the ball, or by the falling of any of the other pins. The thrower should endeavour to get a good firm grasp of the ball, which he ought to hold in a slightly slanting position, so as to strike the front pin on the shoulder, giving sufficient impetus to enable the ball to reach the back pin if possible. He should also try to hit the first and second pin at the same instant. The ball then strikes two other skittles in its passage, and the chances are that seven, eight, or even nine pins will succumb to the prowess of the thrower. A *good* player will knock down all the skittles in two throws; an *excellent* player will often achieve the same result in a single throw. A tyro may think himself lucky if he does it in three throws. Some of the best players have knocked down and set up a hundred or more full frames in

the hour. The best known performance is that of J. Sullivan, who, though only nineteen years of age, succeeded in knocking down and setting up a hundred and ten frames in 57 min. 57 secs., at the Horse and Groom, Newington Butts, on February 22, 1822. Another man, called Sexton, floored eight hundred and thirty pins in a hundred throws, at Leiston, Suffolk, on May 12, 1865.

In the ordinary game only one step is allowed to be taken whilst delivering the ball; but the "trotting" game is frequently played. In this latter two or three steps are allowed, and the "running up" is sometimes so advanced that the ball is hardly out of the hand before it touches the front pin.

Dutch Pins differs from skittles only in the pins being larger and more slender, with a centre pin, called the king; considerably higher than the rest. In this game the object is to displace the king without disturbing the other pins, or to knock down the others and leave the king in its place.

In *Four Corners* the pins are four, and much larger. The back pin must be hit with the ball.

In *Knockemdowns* ten pins are used, the centre one being called the king. The ball must be grounded before it reaches the frame.

In *American Bowls* nine pins are used, and the ball is not flattened but round. The ball must be bowled, and not thrown as in skittles, from a distance of thirty yards or more. Points are counted in various ways towards game, which is usually a hundred up. The pins are set up, according to the fancy of the players, in various ways, as squares, diamonds, circles, parallelograms, etc.

Long Bowls are popular in some parts of the country. This consists simply in bowling a skittle ball along the

ground for any distance in the smallest number of bowls. A farmer, of Croydon, undertook for a wager to bowl a skittle ball from Croydon to London Bridge, a distance of eleven miles, in five hundred times. The wager being accepted, he performed the feat on August 4, 1739, in four hundred and forty-five bowls, starting with each new bowl from the place where the skittle ball stopped.

RULES.

“Stonehenge” gives the following as the best rules for skittles :—

1. That all pins be knocked down, but should one remain standing it shall be considered an extra “go,”
2. That if a pin be hit off the frame, and still stands up, it shall be considered “down ;” but if any part of the pin touch the frame it shall be an “up” pin.
3. That should the ball rebound from the sides or back of the ground, and knock down a pin, it shall be considered foul, and must be set up again. If a pin, however, be hit by the play of the ball, it shall be considered fair.
4. That if a pin falls and rests upon two pins (or ball and pin), it shall be considered “down ;” but if resting on one pin only, as an “up” pin.
5. That all wood lying behind the centre corners of the frame, if no part lie over the frame, may be removed at the option of either of the players.
6. That the number of goes be limited to five.
7. That all ties be decided by the first throw.

CURLING.

WHEN this pastime first had its origin is not precisely known. It is usually described as a Scotch game, because it has found favour in that country for the last three centuries at least. It is, however, very extensively played in Canada, and some writers have ascribed its origin to the Low Countries, arguing from the origin of the technical terms of the game. Thus they say *curl* = the German *kurz weil*, a game ; *tce* = *tighen*, "to point out ;" *bonspiel* = Belgic *bonne*, "a district ;" and *spel*, "play," and *rink* = Saxon *hrink*, "a strong man." Some, too, maintain that as curling is called "kuting" in parts of Lanark and Argyle and bears considerable resemblance to quoits on the ice, the name is connected with the Dutch *coete*, "a quoit," and Kilian's Teutonic Dictionary is quoted as giving *khuyter* to mean a pastime in which large stone globes are thrown on the ice in much the same way as the quoit or discus. It is, of course, very possible that it was introduced into Scotland by Flemish merchants in the sixteenth century. Camden, describing the Orkney Islands in 1607, says that one of them supplies "plenty of excellent stones for the game called curling," and several authors refer to the game as being extensively played in Scotland at that time. In more modern times poets have sung the praises of the game,

e.g. Hogg, the Ettrick shepherd, etc. A famous stanza of the late Dr. Henry Duncan may be quoted with advantage—

“ Then drew a shot ; then lay a guard ;
 And here beside him lie, man ;
 Now let him feel a gamester’s hand,
 Now in this bosom die, man.
 There fill the port, and block the ice ;
 We sit upon the tee, man.
 Now take this inring sharp and neat,
 And make this winner flee, man.”

And in a book published in Perth about 1600, entitled the “Muses Threnodie,” where an inventory of a dead gentleman’s effects is given, the following lines occur :—

“ His hats, his hoods, his bells, his bones,
 His alley bowls, his curling stones.”

Hogg thus describes it—

“ On the banks of Duddingston,
 Heavens ! what a scene of noise and glee,
 And busy, brisk anxiety !
 There age and youth their pastime take ;
 The Highland chief, the Border knight,
 In weaving plumes and baldrick bright,
 Join in the bloodless friendly war,
 The sounding stone to hurl afar.
 The hairbreadth aim, the plaudits due,
 The rap, the shout, the ardour grew,
 Till drowsy day her curtains drew.”

Mr. James Grant in one of his novels has a very amusing account of a curling match at Quebec, in which the principal character essays to be as eminently Scotch as he can in all his characteristics. Perhaps one of the best books written on the game is “Memorabilia Curliana,” by the late Sir Richard Brown, Bart., 1830. The rules, etc., are fully described in the “Annual” of the Royal Caledonian Curling Club. To give an idea of the extent to which this pastime flourishes, it may be mentioned that in “Bonnie Scotland”

there are some five hundred societies, while across the water, in the province of Ontario alone there are thirty-seven or more. The "roaring game," as Burns calls it, is all over the world.

Previous to 1840 most of the different clubs had rules of their own, but at this time the Caledonian Curling Club was formed, and now holds a position in the curling world analogous to that of the M.C.C. in cricket. Prince Albert became a member in 1842, and the Queen allowed the club thenceforward to take the title of Royal. Chambers, in his "Book of Days," mentions curling as one of the most friendly and social of games; and Stonehenge gives as an example the famous match, in 1784, between the Duke of Hamilton (Lanarkshire) and Macdougall of Castle Semple (Renfrew). In this match, where the players were seven a side, the duke, who played himself, appointed as skipper or head of the rink Tam Pate the cadger, whose ordinary avocation was to hawk herrings and haddocks through the country. So keenly was the game contested that before the last stone was to be played both sides were equal. Tam Pate took the last shot and gained the victory for the Duke of Hamilton.

In 1870 the Royal Club numbered no fewer than twelve thousand members. Two thousand curlers have frequently been seen on the great pond of the club at Blackford in Perthshire, and as many as five thousand spectators, the pond itself being some seventy acres in extent. Dumfries is another great curling centre. It is now customary for the parish clubs of a district to try their skill against each other once a year or so, and on a greater scale there is an annual contest between North and South of the river Forth.

IMPLEMENTS, ETC., OF THE GAME.

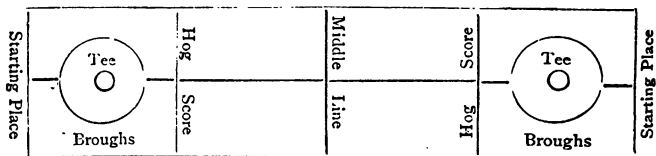
At first the game was doubtless played with mere granite blocks bored through to let in the thumb of the player, but in course of time this block became more rounded and polished and was supplied with a convenient handle. It is circular in form, weighing from thirty-five to fifty pounds, from thirty to thirty-six inches in circumference. A pair of these usually costs from £2 to £2 10s. To these must be added shoes, with crampets or pieces of iron with spikes below to keep the player from slipping, and besoms for sweeping the rink.

The rink is forty-two yards long, with a "tee" or goal at each end. The hurler or curler stands on one side of the tee, so as to bring the stone over the tee when delivering it, or he occupies a small circle a foot in diameter behind a ring of seven feet radius, drawn round the tee. The player's object is to cover this goal or be close to it, and that of his rival is to drive him away. No stones outside the seven feet radius are allowed to count. Games can be played by two persons, but usually matches arranged for rinks of four players a side, two stones being used by each player.

At first the game is rather simple, as the leader endeavours to top or lie up close to the tee, and his opponent of course has a similar object in view. After two or three stones have been well planted, those who follow are usually directed by the skipper to guard, as in bowls, rather than venture too close at the risk of disturbing them. The opponents naturally try to dislodge the stones from their position. This is very difficult, and often only executed by a master manoeuvre termed *wicking* or *inringing*, the effect of which is to send a stone slant-wise so as to hit

the winner if possible, and if this is accomplished with the further result of becoming the winner in its turn, the successful thrower is usually regarded as *nulli secundus* in the game. "Wicking," says the author of a book already mentioned, "the prettiest and most scientific point in the game by far, is to take the shot and leave yourself behind the rampart of your adversary's barricade when to all appearances their winner was impregnable. This is done by taking an inner arch off a side shot in such a manner as to change and direct the course of your stone upon the one to be projected." When every other expedient has been tried in vain, and the ice is blocked up so as to almost hide the tee, "rebutting" is tried. This is to send the stone with tremendous force on the chance of a fluke. This may go crashing through guards and double guards with the effect of doing more harm than good, and is usually only one of the remedies adopted in the most desperate cases.

The rink is marked out thus—



As the rules contain the principal directions for play, it will suffice to mention a few terms used in the game.

Broughs, concentric circles, varying from one to fourteen feet in diameter, drawn round each tee.

Howe Tee, a direction of the skip to "keep howe," *i.e.* when the stone ought to be driven straight up the centre.

Guard may be understood from the analogy of bowls. A stone is said to guard when it lies in a line between the player and the tee, with another stone within it. A guard

may also be on any other part of the ice beyond the hog score on a similar principle.

Solid, when a stone is neatly and levelly delivered from the hand along the ice.

Rink, hog, tee, cramps, and skipper have been already defined.

RULES.

1. The tees shall be set down 40 yards apart; and a line shall be drawn on the rink on a level with the tees. Seven feet behind each tee a circle 6 inches in diameter shall be drawn on the ice on the left-hand side of the line, the inner side of which shall be distant from the said line 6 inches. Upon this circle, and as near as may upon the centre of it, every player, whether standing on the ice or on a board or other rest, shall in the delivery of the stone place, or in stepping out put down, his left or fore foot if he be a right-hand player. For a left-hand player another such circle shall be placed in like manner, and for the like purpose, on the right-hand side of the line. And in the event of a hack, hatch, trigger, etc., being used, it shall be right behind the circle, and not less distant from it than 2 feet nor greater in length than 12 inches.

A circle of 7 feet radius shall be described from each tee as a centre, and every stone to count which is either within or resting on this circle. All played stones passing the tee and going beyond the 7 feet radius shall be put off the ice. The hog score to be distant from each tee one sixth part of the whole rink played on. Every stone to be a hog which does not clear this score; but no stone to be such which has struck another stone lying over the hog score. A line shall be drawn on the ice, at a right angle to the rink, half way between the tees, called "the middle line." In no case shall the rink be less than 32 yards.

2. All matches shall be of a certain number of heads, to be agreed upon by the clubs or fixed by the umpires before commencement, or otherwise by time or shots if mutually agreed upon.

3. Every rink shall be composed of four players a side, each using two stones. The rotation of play observed during the first head of a match shall not be changed.

4. The skips opposing each other shall settle by lot, or any other way they may agree upon, which party shall lead at the first head, after which the winning party shall do so.

5. All curling stones shall be of a circular shape. No stone shall be of a greater weight than 50 lbs. imperial, or of greater circumference than 36 inches, or of less height than one-eighth part of its greatest circumference.

6. No stone or side of a stone shall be changed after a match has been begun, or during its continuance except by consent.

7. Should a stone happen to be broken the largest fragment shall be considered in the game for that end, the player being entitled afterwards to use another stone or another pair.

8. If a played stone roll over or slope on its side or top, it shall be put off the ice. Should the handle quit the stone in delivery the player must keep hold of it, otherwise he shall not be entitled to replay the shot.

9. Players, during the course of each end, to be arranged along the sides of the rink, anywhere skips may direct; and no party, except when sweeping according to rule, shall go upon the middle of the rink or cross it under any pretence whatever. Skips alone to stand at or about the tee, that of the playing party having the choice of place, and not to be obstructed by the other.

10. If a player should play out of turn, the stone so played may be stopped in its progress, and returned to the players. Should the mistake not be discovered until the stone be at rest, or has struck another stone, the opposite skip shall have the option of adding one to his score, allowing the game to proceed, or declaring the game null and void. But if a stone be played before the mistake has been discovered, the head must be finished as if it had been properly played from the beginning.

11. The sweeping shall be under the direction and control of the skips. The player's party may sweep the ice anywhere from the centre line to the tee and behind it; the adverse party having liberty to sweep behind the tee, and in front of any of their own stones when moved by another, and till at rest. Skips to have full liberty to clean and sweep the ice behind the tee at any time except when a player is being directed by his skip.

12. If in sweeping or otherwise a running stone be marred by any of the party to which it belongs, it may, at the option of the opposite skip, be put off the ice; if by any of the adverse party, it may be placed where the skip of the party to which it belongs shall direct. If otherwise marred it shall be replayed.

13. Every player to be ready to play when his turn comes, and not take more than a reasonable time to play. Should he play a wrong stone any of the players may stop it while running ; but if not stopped till at rest, the one which ought to have been played shall be placed instead to the satisfaction of the opposing skip.

14. No measuring of shots allowable previous to the termination of an end. Disputed shots shall be determined by the skips, or, if they disagree, by the umpire, or when there is no umpire by some neutral person chosen by the skips. All measurements to be taken from the centre of the tee, to that part of the stone which is nearest it. No stone shall be considered without a circle, or over a line, unless it clear it ; and in every case this is to be determined by placing a square on the ice at the circle or line.

15. Skips shall have the exclusive regulation and direction of the game for their respective parties, and they may play last stone, or in what part of it they please ; and when their turn to play comes they may name one of their own party to take charge for them.

16. If any player shall speak to, taunt, or interrupt another, not being of his own party, while in the act of delivering his stone, one shot shall be added to the score of the party so interrupted.

17. If from any change of weather after a match has been begun or from any other reasonable cause one party shall desire to shorten the rink or to change to another one, and if the two skips cannot agree, the umpire shall, after seeing one end played, determine whether the rink shall be shortened and how much, and whether it shall be changed, and his decision shall be final.

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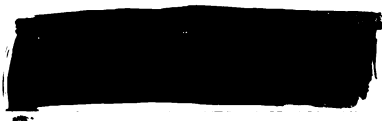
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